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ILLUSION OF GAIA

*Intrigue, Fantasy, and
a Doomsday Comet*

**SUPER
PUNCH-OUT!!**
8-PAGE
KNOCKOUT



THE SOURCE FOR NEWS AND STRATEGIES STRAIGHT FROM THE PROS



NINTENDO POWER IS PACKED WITH KILLER TIPS. **EXPLAINING BODY PIERCING** **TO PARENTS ISN'T ONE OF 'EM.**

UNLESS YOU'VE GOT PARENTS WHO ARE ROADIES FOR A HARD CORE BAND, A LITTLE TRIP TO THE TATTOO

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EXPOSED

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IN OCTOBER,
ALL SUPER POWER CLUB MEMBERS
WILL BE EXPOSED TO JUNGLE FEVER.

**KEEP CHECKING
YOUR MAILBOX!**

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Take an insider's look at the hottest driving game to ever hit the arcades. This is the game that everyone is talking about!

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I would like to mention my concerns about what is to happen to *Mortal Kombat II*. You guys probably do not want to admit it, but you know that there were a lot of fans of the first *Mortal Kombat* that were extremely upset with the Super NES version; while in the meantime Genesis owners got exactly what they wanted. It is already guessed by most *Mortal Kombat* fans that Nintendo will do everything in its power to guarantee that the Super NES *Mortal Kombat II* will end up like its predecessor...a wimpy shadow of the arcade version. I hope this time Nintendo, along with its magazine, gives the fans of this game a chance to voice their feelings and also give us what we want.

**RICHARD C. BURNEY
OMAHA, NE**

You are not alone in your feelings, Richard. Many MK fans were disappointed with the Super NES version of the game, even though it featured better graphics and play control than other versions. A lot has happened in the video game industry since the "controversy" over *Mortal Kombat* began. The rating system that has become the industry standard is in place and Nintendo agrees that games such as MK II have a place within that rating system. As you saw in our review of MK II last month, Nintendo had no problem retaining all of the characteristics that make the fighting game so popular. Just in case you're still not sure—it IS the arcade version. AND, we happen to know for a fact that there are tons of codes for the game!

I think your magazine is great! I just thank you should put an "arcade section" in here because everybody likes *Mortal Kombat II* and everyone wants to know all of the fatalities and moves. I hope you consider my idea.

**RYAN KEENER
PRINCE GEORGE, VA**

QUESTION OF THE MONTH:

Does Kirby have a digestive system?

**CLIFF CAMPBELL
GRATZ, PA**

We're not sure. It's unknown. There have been attempts to decipher Kirby's anatomy, but any time someone gets close, he just sucks them in and spits them back out!



TOP 10 Most Edible Game Paks

10. Yoshi's Cookie
9. Secret of Mana
8. Zombies Ate My Fudge Cake
7. Panto Restaurant
6. Taz Manya Mama
5. Metroid II: Return of Sandwiches
4. Six Pac-Man
3. Face Bowl 2000
2. Madden NFL '94: The Sugar Bowl
1. NBA Jam

**JUSTIN STARKENBURG
RALEIGH, NC**



In the first adventure
Zelda's no where to be found.
She scattered the Golden Triforce
All the world around.

In the second game,
The princess is under a spell.
Link has to find seven crystals
To make the princess well.

On the Super NES
Link starts out in Hyrule.
He has to beat two enemies,
He'll use a lot of tools.

Now that Link's on Game Boy,
He's on the Isle of Koholint.
He has to defeat the Sirens
To get their instruments.

Now you've read a poem
About Sir Link's adventures.
From Hyrule, to the Dark World,
And to an island full of treasures.

**ADAM BRADLEY
HAWTHORNE, CA**

Thanks for the poem, Adam!

**IF YOU'RE IN THE
MOOD TO WRITE,
WE'RE IN THE MOOD
TO READ!**

The Envelope Art just keeps coming in! Keep it up—it's great! Other than the Envelope Art Showcase that we run every other month, we also have other uses for your artwork. More about this later.....

**NINTENDO POWER
PLAYER'S PULSE**

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NINTENDO POWER

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Congratulations to all those responsible for your recent effort, Super Metroid--an exceptionally well-designed game in all respects. The music and sound effects created great mood and atmosphere, the controls were smooth and responsive, the motivation and depth of play were very involving, and those graphics! As an artist, I was stymied by all the effects and "finishing touches." The use of color and sound in the finale combined to create the most powerful ending I've ever experienced in a video game. Super Metroid is a game that I'll return to and play again and again, with the knowledge that there are better endings, and that I only recovered 87% of the items, I'll have to! I'm glad no one was present when Samus and I defeated the Mother Brain and got off the planet--I was in a state! I'm sure I would've been carted away.

**MIKE COSTELLO
LAWRENCEVILLE, GA**

I have recently played Super Metroid, and I loved it! A friend of mine helped me finish it, and the ending was amazing! Regardless if it took us 6 hours, and we just got a cheap "thumbs up" from Samus, beating it was thrilling.

**LUKE SCHRODER
SIOUX CITY, IA**

Why did the hatching have to die at the end of Super Metroid? You can save all of the other friendly creatures like Dachola and the Etecoons, but no, you can't save the baby Metroid. You guys made almost all of your other games have happy endings. This time you must have goofed. I was crying as soon as the Metroid died. Were you guys trying to play a drama? If so, you did a good job. But if I wanted a drama, I would ask for one at the video store.

**STEVEN BRUCKNER
VERONA, PA**

PHONE DIRECTORY

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EDITOR'S CORNER

We continue to receive numerous letters from readers who are worried (and afraid) that the NES is not getting equal Nintendo Power coverage. Simply put, Nintendo Power only reviews the best new games. Our coverage is based partly on the rating that a game receives when it goes through Nintendo's evaluation process. And lately, NES games have not been rating very high. There aren't very many NES games being developed now. These are the main reasons that NES games don't get the same amount of coverage as Super NES and Game Boy games do. Just as gaming technology races ahead, we must follow with our game reviews. In fact, results from a recent Player's Poll survey indicated that 87.5% of the respondents owned a Super NES compared to 30.9% owning an NES.

**GAIL TILDEN
EDITOR-IN-CHIEF**

SUPER PUNCH

WE DEMAND A REMATCH!

We hear this one all of the time: "I'm the best Punch-Out!! player there ever was! I am the greatest!"

It's time to step back into the ring that we all know so well and prove it. This time, however, the stage is set on the Super NES. One of Nintendo's most popular games outside of the Mario and Zelda series, Punch-Out!!, has been blessed with a "super-ization." The challenger must fight his way through the various Circuits, but this time, there are some new challengers. And just when he thought he had it all figured out! Sure, some of the all-time greats like Bald Bull, Mr. Sandman and Super Machoman are still kicking around the Circuits with obvious improvements, but a whole new wave of bodacious boxers are out there gunning for the belt. Super Punch-Out!! plays basically the same way that Punch-Out!! does, but the graphics and sound are better. It's tough, too! The new fighters have an array of incredible moves. Come out swinging!



SCORE	125640	TIME	0' 35" 33
SCORE	25000		
OVER			
MAXIMUM PUNCH	200	25	75
MAXIMUM KICK	100	10	30
MAXIMUM GRAB	100	10	30
MAXIMUM BLOCK	100	10	30
MAXIMUM DODGE	100	10	30
TECHNICAL POINTS			
NO KNOCKDOWN	100	10	30
NO DEFENSE	100	10	30
NO ATTACK	100	10	30
NO BLOCK	100	10	30
NO DODGE	100	10	30
NEW RECORD	100	10	30



Out!!

BOXING BRAIN

Besides all of the new fighters and their great new moves, one of the best things about this game is that there are more options to explore. Check out the Records and Time Attack modes!

BEST TIME	BOX CHALLENGE
1. 0' 15" 47	HAROLD
2. 0' 30" 00	HAROLD
3. 0' 44" 54	WILSON
4. 0' 54" 33	HAROLD
5. 0' 55" 01	HAROLD
6. 1' 45" 40	HAROLD
7. 1' 45" 54	HAROLD
8. 1' 46" 51	HAROLD
YOUR BEST 0' 15" 47 HAROLD	

RECORDS

The game is battery-backed, so it will save your boxer's name, win-loss record and the best times against the boxers that you've defeated. There's no need to write down a password.

TIME ATTACK

It's fun to see just how fast you really are. The Time Attack option allows you to fight against any boxer that you've already defeated. The goal is to drop them to the canvas three times or to get a KO as fast as possible. The computer records all of your best times. This mode provides an excellent way to sharpen your skills.



MINOR ★ CIRCUIT



Solely on Gabby's weak punches, he just won't throw.



Gabby can throw you high punches, but tends to leave himself open to body blows.



With your meter fully Powered Up, rapidly raise as Gabby's prize scene will be shown his favorite spot on the canvas.

FROM FRANCE
AGE: 56
WEIGHT: 110 lbs.
RECORD: 1-00

BEAR HUGGER



Remember I do my goal to punch Bear Hugger in the gut. He's got the most padding there. He'll send you no longer, make noise and cough off.

Surviving in the frigid northern zones of Canada requires a lot of insulation. Bear Hugger's got all that he needs. His overalls can barely keep his hefty belly aloft. While not a student of proper boxing techniques, Bear Hugger packs a wallop.



FROM CANADA
AGE: 22
WEIGHT: 480 lbs.
RECORD: 17-12

Bear Hugger's been often known as a double-glue, cement-like character. When you're in a fight with him and he blocks it, he'll send you a shock with his strong. Duct out of the way while he makes the powerful move. He'll then come and beat you. It's the first time in his career that he's ever been defeated. He'll try this combination every time in his career.

PISTON HURRICANE

As his name implies, Piston Hurricane's attacks can come in a storm of one-two punches. Your match with him will be the first time that your blocking technique will really be put to the test. Try to hit Piston with a roundhouse Knockout Punch.



Like a true boxer, Piston is on the ready and always has his guard up.



A high right, a low left, a high right, and so on. Direct each successive punch.



After his one-two feint, Piston moves on, appearing. Move left to right to evade it.



If Piston attacks with a punch, as if you see no opening, pull down all next the Knockout Punch button.



Don't stand back to the corner! While he's taking you to the coast and is getting back up, rapidly tap any button to regain some of your lost energy.

FROM CUBA
AGE: 25
WEIGHT: 170 lbs.
RECORD: 21-10

BALD BULL

Bald Bull hasn't changed his boxing strategy much. His famous Bull Charge is still in effect. If he hops all the way to the back of the ring, he'll hop three times before he throws his big uppercut. If he doesn't go all of the way back, he'll only hop twice.



Bald Bull charged all the way to the back of the ring, he'll hop three times before you.



If you time it correctly, you can punch Bald Bull in the nose. Back him a good one corner at the gut, he'll take all his energy and will drop like a fly.



When he takes his 10 right punch, he'll throw the left left side of his corner as you with a big right uppercut. Block the left then return.



FROM TURKEY
AGE: 36
WEIGHT: 250 lbs.
RECORD: 34-19

MAJOR ★ CIRCUIT



Bob's center issue relies at how to turn on the fancy foot work. Bob is glad to adapt. He'll hop around left to right. Be ready for a roundhouse punch or two.

BOB CHARLIE

By 'rytings not so Irie, mon. Bob Charlie is ranked #3 and he's looking to improve upon that rank. He talks about his rhythm being so important. It is. But it's you that has to lock into it. Bob moves from left to right very well and likes to throw a one-two roundhouse combination. Try not to get distracted by his footwork. Concentrate on his punches!



When Bob backs off and moves to the back of the ring, he's setting up for his spinning round punch. He'll spin toward you twice and then will try to land his glove on your face. Dodge to the left or right and then counter.



DRAGON CHAN

The #2 contender in the Major Circuit, Dragon Chan is very confident about his boxing abilities. In fact, his abilities go beyond that of "normal" boxing. He specializes in a type of kick boxing and out of the first eight boxers, utilizes the most unorthodox style of fighting.



One of Chan's favorite moves is to climb the ropes and use that as a launch against the opponent. You'll need to be ready to block the second time as the power that Chan becomes an important technique.



After working upon Chan's slashing punches, his corner tells opponents not to attempt a backing attack. Right after Chan, appears to him not he will try to kick you. So keep your back.



MASKED MUSCLE



Masked Muscle tells you to give up. That wouldn't make any sense! You're here to fight, not to wimp out. Masked Muscle's favorite trick is to spit in your eyes. You can't do anything but block and move while your vision is fuzzy.



FROM MEXICO
AGE: 28
WEIGHT: 245 lbs.
RECORD: 18-5

When you see that Masked Muscle's corner is telling him to spit in your eyes, blocking quickly or get ready to be spit upon.



SUPER PUNCH-OUT!!



Choose the timing of your Knock-out Punches wisely and then be prepared to dodge and block because Masked Muscle likes to retaliate with dirty moves like headbutts. No really winds up on that move and it's often enough to put you down for the count!

MR. SANDMAN

The Major Circus champ doesn't mess around. Even his jabs are power-packed. He didn't get to be champ for no good reason. He may try to fool you with fancy footwork.



You're surprised to see this move. Or you could say it's a 'Punch' move. Or you could say it's a 'Fancy Footwork' move. Or you could say it's a 'Punch' move. Or you could say it's a 'Fancy Footwork' move. Or you could say it's a 'Punch' move. Or you could say it's a 'Fancy Footwork' move.



You can block his jabs, but you can't forget about blocking the heavy stuff.



It looks like you're really getting into it now. We're coming at you with boxing gloves.



FROM U.S.A.
AGE: 28
WEIGHT: 230 lbs.
RECORD: 28-3

WORLD★CIRCUIT

Just as the Major Circuit was a big step up from the Minor Circuit, the World Circuit represents a whole new level of boxing for you. Each fighter in the World Circuit can quickly finish you off. There will be no relying on a favorite move or one sure-fire technique. Your boxing skills will have to be all-encompassing if you want to compete and survive in this ring!

ARAN RYAN

FROM: IRELAND
AGE: 23
WEIGHT: 160 lbs.
RECORD: 18-10

Hammer. What a peculiar name. Ryan is somewhat like a turbocharged version of Piston Hurricane. They have similar moves. Of particular note is a flurry of left-right, high-low punches. Ryan has excellent side-to-side movement and big uppercut moves. You'll have to be faster with your blocks than you were when you boxed Piston Hurricane.



Be ready to block or dodge when Ryan moves quickly to your left. A strong right jab will be aimed right at your jaw.

HEIKE KAGERO

FROM: JAPAN
AGE: 19
WEIGHT: 120 lbs.
RECORD: 14-8

We don't really know what Heike's story is. Initially, he appears to be somewhat of a pussy. But shortly after the fight begins, you'll discover that it is not the case. Watch out for the hair!



When Heike whips his long hair around, you'd better be prepared to take defensive action. His head-bowling punches a serious warning.

MAD CLOWN

FROM: ITALY
AGE: 27
WEIGHT: 200 lbs.
RECORD: 17-9

Has Bear Hugger joined the circus and moved to Italy? Mad Clown looks like he could be Bear Hugger's long-lost brother. Use a ducking motion to avoid his overhead punch but then sidestep his cross.

Mad Clown will back up, jiggle some balls and then cross them at you. Back or sidestep them.



SUPER MACHOMAN

FROM: USA
AGE: 28
WEIGHT: 230 lbs.
RECORD: 25-3

Vain as ever after all these years, Super Machoman has finally obtained an even tan. It's easy to see that he's been working on it. It's also easy to see that his boxing skills have been

worked on, too! His strength has improved since the first Punch-Out! game. Watch out for his roundhouse punches.



As fast as he does his guard, Louie is like an excellent time to back feet.

SPECIAL * CIRCUIT

**SUPER
PUNCH-OUT!!**

Dusting off the World Circuit is quite an accomplishment. It's more difficult than the original Punch-Out!! game. And we all know how difficult that game is. But if it wasn't difficult, it wouldn't be fun, now would it?

NARCIS PRINCE

Narcis Prince has only had 15 professional fights and he is already ranked #3 on the Special Circuit. He must really be good. It's hard to imagine that a pretty boy like Narcis has paid his dues by boxing his way up through the ranks. He probably hasn't. Let's just say that Narcis is giving you a hint when

he tells you that you won't be able to touch his beautiful face. He is extremely good at protecting his face, but if you can find a way through his virtually impenetrable defenses, you can get the upper hand.



Watch Narcis Prince get hit in the face. Now all you have to do is figure out how to do it again!

HOY QUARLOW

Hoy Quarlow has been around the ring for many years and he knows every trick in the book—even some that aren't in the book! Now, at 78 years of age, you might think that all it would take to knock Hoy Quarlow out is one little jab. Not the case. His strength is timeless. I guess if you're

as old as Hoy Quarlow is, the boxing regulations allow you to fight with a stick. He makes good use of that stick, too.



He swings his stick quickly. You have to dodge it unless you want to end up with the short end of the stick.

RICK BRUISER

These guys are named so well that it's scary. Bruisers until the end, the brothers will pound you to a pulp. You can try to block their punches, but it won't do any good—you'll still register some damage. You have to be quicker than they are and you have to be just as, if not more, precise in your movements. The win-

dows of opportunity for you is to get some punches in close very quickly. If you hit them, don't expect them to just stand there waiting for you to land another blow. They won't put up with any lightweight challengers.



Oh, no. You missed with your punch and Rick quickly takes the offense. You'd better move fast!

NICK BRUISER

Identical twins with nearly identical records. Wouldn't it be a hoist-and-a-half if Nick and Rick were actually the same person? We have no confirmation that anyone has seen them together. Even if they are actually twins, it doesn't matter. You will still have to beat a brother Bruiser twice in order to

take the Special Circuit belt home with you. The task is incredibly tall. The strategies for defeating the Bruiser brothers are too detailed to get into here. Maybe they would be better handled by some Counselors' Corner coverage.



Makin' yourself too strong for the big fish in the water with your very first punch. How about do you feel that?

EXPOSED

INSIDE COVERAGE OF THIS YEAR'S HOTTEST SUPER NES GAME!

DONKEY

COUNTRY



America Going Ape

The video game world is about to go ape. What will that mean? Millions of man hours spent collecting bananas! Kremlings waddling for their lives! Chimps pretending to be gorillas! Rhinoceros stampedes! Fireworks! Thrills! Graphics that will change your view of video games forever! It means that Donkey Kong Country is coming.

This month it arrives, but it won't be easy to bag. The ultimate video game of all time will probably sell-out fast.

Nintendo's 32 megabit masterpiece was designed by Rare Ltd. in

the most advanced game development studio in the world. The Beast was captured in Silicon Graphics computers using Alias software, resulting in the first fully-rendered video game. To believe it you'll have to play it.



Through jungles, caves, mines, coral reefs, wizard's temples and the tops of trees Donkey Kong and Diddy will follow the trail of bananas leading to the Kremling Thieves' 100 areas in all of best count.

Y KONG

TRY



Great Banana Heist

Rain poured. Thunder crashed. Diddy shivered and cursed his luck. Out guarding Kong's precious hoard of bananas on a night like this... it really stank. According to Kong, this was the price of becoming a hero. Suddenly, out of the fierce night came the grunting of countless Kramling soldiers. Their blunt shouts dripped with rain as they grunted at Diddy, then stuffed him into a barrel. In the morning, Kong belloyed his ostrage. Bananas gone, buddy gone, world shattered! "Serves you right," said Cranky Kong, doddering up.

"Back when I was the hero of the original Donkey Kong, we didn't have bananas. So quit your whining."

Kong loped swiftly toward the jungle. He would track down the thieves, save Diddy and recover his stockpile. "Durn fool will need help," grumbled Cranky as he hobbled after Kong.

DK and Diddy must track the Kramlings all over the island. Luckily, the nightmare mode adds a trail of bananas behind as they flee.



Kong's Pals

With over one hundred areas to explore, Donkey Kong could use some help. So it's a good thing that he's got friends like Rambo the rhino, Expresso the ostrich, Enguarde the swordfish, and Winky the frog. They're a wild bunch who will lend their special talents to DK's quest. Some, like Enguarde, are born fighters, while others, like Winky, have special moves. Cranky Kong will tell you about each of them as you progress in the game. To get one of these friends to join in the hunt, you must find the appropriate crate and smash it. When DK or Diddy are riding a pal, you'll have one extra hit.

RAMBO

Like his human namesake, this rhino was quite force to smash down walls and enemies.

EXPRESSO

Galloches can't fly, but this one can glide, to help DK cross over gaps or collect out-of-the-way items.

ENGUARDE

This Furious Fish loves swordplay as much as the Three Musketeers. He can sink foes with one swift job.

WINKY

Every age should believe a frog. When Winky hops to it, he can stomp more enemies than Donkey Kong or Diddy. He can also jump higher.

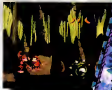
EXPOSED

INSIDE COVERAGE OF THIS YEAR'S HOTTEST SUPER-NES GAME!

Diddy Kong

DONKEY KONG
COUNTRY

Donkey Kong's friends and family includes a cast of colorful characters. Donkey's little buddy, Diddy, is the most important of them all. He's an excitable chimp who will take over when DK falls flat on his face. You can also put Diddy in the lead, which is a good idea in many areas, but he's not as heavy and can't stomp some Kremlings and other enemies as effectively as DK.



DK and Diddy team up to look Kremlings



THE CHIMP BEHIND THE HERO

Free Diddy from the barrel by throwing it. To lead with Diddy instead of DK, just push the A or Select Button. Where one goes, the other will follow. In

the Team Mode, once DK or Diddy is lost, the other player must take over. In the Competition Mode, two players take alternating turns using both apes.



Diddy jumps further using the roll and jump techniques. His hit box is smaller, making him a better leader in narrow areas like in the water.

KONG KLAN

Kong's family helps out in many ways, from advice to transportation. Introducing Cranky, Candy and Funky Kong!

Grandpa Cranky Kong, the hero of the old arcade games, gives advice throughout this new fangled adventure if you reach his cabin.

Candy Kong, DK's sweetie art, lets you save your progress in one of three but very backed-up memory slots, but you'll have to reach her first.

Funky Kong really gets around, he lets his own define. If you reach Funky's Piggya, you can hitch a ride back to any area of the game you've already completed.



Bad And Ugly

Donkey Kong's island has been overrun by the Kremlings. Their lizard ancestors may have been slow and cold blooded, but Kremlings move fast. We've gathered some strategies to help get you past K. Rool's mean green team.

MANKY KONG

This orangutan wanted to be a hero like Donkey Kong, but he got caught up in the thrill of barrel throwing and hasn't been able to let it go. As you approach Manky, hop over each of the barrels he heaves, then stomp him after clearing the final barrel.



Manky Kong throws barrels.



Stomping Manky on the head when you've jumped over the last barrel.

KREMLING CROSSING

Some Kremlings leap at you while other Kremlings march straight ahead and others throw barrels. DK and Diddy can stomp, roll or ride through them, or they can toss barrels. Guardians at the ends of stages will take multiple hits.



Stomping Kremlings takes being, prison and so interior down for bananas and too play.



Clever Kremlings can come from anywhere, even from above! DK and Diddy must combat the reptilian real with quickness.

KREMLINGS IN THE HOLE

Sticks and stones won't hurt Rock Kroc. He's controlled by Stop and Go barrels. Hit the Go barrel to change it to Stop and Roc Kroc will turn stone cold for three or four seconds, just enough time to scamper past.



ROC KROC

This evil Kremling's got stomp sticks in his hands. He'll morph into a homeless boulder, but when he wakes up, Kong had better hit the switch barrel and hightail it out of the mine.



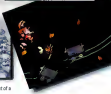
NO BEE LIMIT



The buzz on bees is that you can't stomp 'em. They sting at the slightest touch. Avoid them like a plague. Some bees orbit objects while others move sideways or vertically. All are bad news bees. Time your jumps or barrel blasts to miss them.



Bees were when you blast out of a barrel.



CAUTION: KREMLINGS

The strongest of the Kremlings is Krusha. The only attack that works is to knock him over with a barrel. Hold barrels by pressing the Y Button, then carry them and throw them when the Kremling is close. Diddy can also defeat attackers by holding a barrel in front of him. Most Kremlings can be stomped or rolled easily. The challenge is in their locations and numbers. Blue Kremlings leap at you in pairs, making stomping difficult. Roll them or take them one at a time.

Teams of terror! Don't get between them. Take them one at a time in the down jump.



This Kremling is dangerous, but Screwie the porcupine shows him up.

SHARKS AT PLAY

Don't let the beautiful music of the underwater stages lull you into false security. Chomps, Kroktopus and other critters close in.

CHOMPS

Chomps and Chomps Jr. pose the biggest threat in the sea. If you're riding Engarde, line yourself up with Chomp's nose and charge. If you've lost Engarde, avoid Chomps and search for your finned friend.



Engarde sticks around near if you fall off in an attack. Go after him at once!



BEWARE OF BEAVERS

These rodents are collectively known as Gnarwaty. Why? Because they never stop chewing. Stomping a Gnarwaty is your best bet because they often appear in twos, threes or continuous lines. In these cases, it is best to hop from beaver to beaver until you pass the point where they appear.



This great Gnarwaty waits at the end of the first stage, guarding a hoard of bananas. Stomp him repeatedly and watch his speed.



Rolling through single beavers is easy. Rolling beavers, however, are evitable.

A Bonanaza

The importance of collecting bananas cannot be understated. You are an ape. A horrible horde of lizards stole your bananas. You will do anything to get them back. Simple? Ha. But it's worth the

effort. For every 100 bananas reclaimed, you get a 1-Up. And if you beat the guardian at the end of a stage, you earn a Giant Nintendo Banana

NECTAR OF THE APES

Ape does not live by bananas alone, although he tries his damndest. No, although you can go far on the all-banana diet, the well-balanced ape also makes use of medallions, Letters and Balloons. Spelling out KONG in gold letters earns you a 1-Up. Likewise, Balloons add up to extra lives. Collect three animal-shaped medallions and you'll go to a bonus area where you control that animal.



Bananas in DK Country are like corn in Super Mario World



The banana lord is Kammerley K. Root, chief cruel of all the Krimings

BANANAS BY THE BILLIONS

Some bonus areas are ape paradises, filled with more bananas than a Chiquita warehouse in Ecuador. Of course, collecting all the fruit won't be easy. In some areas you'll be blown out of barrels like a cannonball while in others you must jump to reach the golden horde. The goal, as always, is to grab 100 bananas for a 1-Up. Yes, bananas extend your life. It has been scientifically proven. Fortunately there are plenty of bonus areas hidden in Donkey Kong Country



Shoot out of spinning barrels to collect all the bananas



Jump up on the trees to reach all the bananas in this area



The barrel moves side to side and you must shoot out and drop back into it.

BARREL BLOWS

Traveling by explosive Barrel Cannon may singe your fur, but it's literally a blast. Some barrels blow automatically while you control the blast in others. In either case, the explosion sends you flying.



NECKY

In Snow Barrel Blast, time your shot to miss the Necky as it passes between barrels. Take your time and fire when the path is clear.

INSIDE COVERAGE OF THIS YEAR'S HOTTEST SUPER NES GAME!

Bonuses

DONKEY KONG
COUNTRY

Bananas aren't the only treasure available in bonus areas. Some of the areas have much different goals and ways to earn a prize. None of them are easy.

BOUNCING BUZZARDS

Bounce off the Necky (vulture) to the left to reach the hidden Medallion. With three Medallions, you'll reach a Bonus Area.



Collect 100 small frog medallions to get an extra life.

UP WITH BALLOONS

Balloons provide the third way to extend your life in Donkey Kong Country. Collect all three varieties. Red Balloons are worth a 1-Up. Green Balloons are 2-Ups. Blue Balloons are 3-Ups, but they're rare. Just jump up and pop a balloon to earn the 1-Up.



Green Balloons are worth two lives. You won't find them in easy-to-reach areas.



Red Balloons are fairly common, but you still have to work to get to them.

THE CAN SLAM

The Dumb Drum like other stage-end guardians won't be an easy stomp. When it slams the ground, two Kremlings tumble out. You have to stomp the Kremlings five times to win. Your reward is the Giant Banana of Honor!



These baddies are all shook up. Stomp 'em and dodge the slamming can.



What could be better than owning your own 100 lbs. banana? How about eight of them?



REGULAR
BARREL

Wait until the Spinning Barrel points in the right direction before firing it.



AUTO
BARREL

You control when these barrels blow, but you can't aim them.



BEES

The hardest part of this area is avoiding the bees. Make sure that you're lined up exactly and that no bees are in your way.



As you walk into your local arcade, the powerful roar of an engine and a flash of candy-apple red rivet your attention.

There at the front of the arcade, next to *Mortal Kombat II*, sits the car of your dreams. The sparkling red paint job and silver chrome wheels are just the glossy shine of this Italian speedster; the real beauty is inside. Capable of speeds of up to 147 mph, this car hits zero to 60 in 2.51 seconds and yet barely starts to purr. The best thing is that you can drive this car clear across the United States for less cash than it takes to buy your favorite CD, and you don't even need a license. The game is *Cruis'n USA*. It's the hottest driving game to ever hit the arcades and it's heading straight for the Nintendo Ultra 64 home system!

Cruis'n USA is not a conventional track game. It gives the option of racing across the country in a high speed rally or polishing your skills on certain sections of the course. Either way you will not drive around in circles viewing the same scenery over and over—a new challenge awaits you as you crest each hill. To capture the detail need to recreate 14 actual U.S. roadways in stunning full-motion animation, the crew at Williams (WMS Industries) travelled across the country filming over 350 hours of on-location video footage. Using this

footage, it took them three years of development to make this 3,800-mile coast-to-coast race a true virtual driving experience.

The fully rendered 3-D models and images not only create an incredibly realistic look and feel and make it possible for players to switch between three different views on the fly. The view option lets you switch from inside the car to just behind the car to above the car at any time without slowing down!

The thrilling experience of *Cruis'n USA* doesn't stop with just the graphics. When you get into the driver's seat, you're sitting in a 3-axis, full motion cabinet, the first of its kind! Every move that you make on the screen is directly translated to the car itself. You'll need to fight the steering wheel past each bump and collision, and the car bucks and fishtails as you round hair-

MIDWAY

pins at over 100 mph! Williams is also working on a deluxe sit-down version that can be linked for head-to-head competition as well as a stand-up machine for those drivers who are prone to motion sickness.

You can test your driving skills against nine computer drivers, all with their own artificial intelligence and racing styles. If you beat the competition and make it to the finish line first, your next race is on the house. You can choose from among four cars, each with a different advantage. For example, the *Devastator VI* has extra speed for pro racers, while the *La Bomba* has an acceleration advantage for beginners. You can also choose between an automatic transmission and a standard four-speed with a realistic feeling shifter.

The Williams/Nintendo Ultra 64 connection promises even more excitement in the future. All of the incredible driving action of *Cruis'n USA*—in its entirety—will be available next Fall exclusively on the Nintendo Ultra 64 home system! Now is your chance to catch your first look at the power of the Ultra 64 and the future of video games!



Take it for a Test Drive!



① Course Select Screen

③ Streets of San Francisco

⑤ Golden Gate Park


⑨ Wacker Dr - Chicago, IL

⑥ Faster than a speedin' Train!

Cruis'n through the Redwoods

- ⑦ Run across the U.S. or practice on your favorite section of the course
- ⑧ As we can be driving with an AI car, it's a bit tricky. For your convenience
- ⑨ Driving through the Streets of San Francisco is a bit tricky. Unless you run into traffic, it's a bit tricky.
- ⑩ Watch the train that goes over the rail. It's a bit tricky.
- ⑪ If someone gets in your way, you can hit them. Just through them.
- ⑫ Push the race, in 3rd place with the rest of the race.
- ⑬ Choose your favorite car!
- ⑭ You can better drive. Right? How the train, or you're fast!
- ⑮ Watch drive at over 100mph, very high at times!

MIDWAY
CRUIS'N
USA
Nintendo

A large, dark, mechanical monster with a rider. The monster is composed of various mechanical parts, including gears, pistons, and a large, circular, glowing eye. It has a long, segmented body and a large, horned head. A rider with blonde hair and a red and yellow outfit is perched on its back. The background is a light, textured surface with some mechanical details.

Power begins a three-part exploration of the RPG hit of the decade with an in-depth look at the game's host of characters.

A MYSTERIOUS



...and Tetsuya can arrange the game between Exotic and human.



FINAL FANTASY III™

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WHEN MAGIC AND TECHNOLOGY COLLIDE

PAST HAUNTS FUTURE GENERATIONS

Long-awaited and eagerly anticipated, Final Fantasy III comes to the Super NES in a sequel that won't disappoint. In fact, even hardcore RPG fans will be surprised by the scope of this sweeping epic, which feels almost more like an interactive movie than a video game. The cast is huge, and the plot includes many twists and turns, with diverging branches that lead players on side-trips through a variety of sub-plots.



Players don't have to feel it in the real world of Final Fantasy III. There are many ways to get around, including Doodles and Airship.



Each character has a unique fighting ability. Players must assemble the right team for each task.

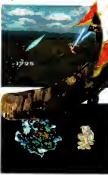
In an age long since past, a time that we can only imagine, mysterious people were said to hold the power of magic in their souls. All kinds of magic spells were known to them, both spells of healing and spells of destruction. So amazing was their power that they dominated the known world. No one contested their right to rule.

The years passed peacefully. People worked the land, raised their families and lived their lives contentedly. But as the years ambled by, those in power began to bicker. First, they quarreled over minor issues, but as their hunger for power grew, so did their fights.

As the magic-wielders quietly chose sides in the growing dispute, they began to work on weapons of destruction. Those weapons evolved by way of magic into a frightening group of beasts known as Espers. The coming of the Espers was the beginning of the end.

TERRA WIELDER OF MAGIC

Terra knows little about her past. She doesn't know who she is or where she comes from, and she doesn't know why people think she's special. She does know that the Empire used mind-control to turn her into a ruthless machine responsible for murdering countless people. Now she uses her magic against the Empire.



Although she has no memory of her past, Terra feels a strange bond with the frozen Esper that was found in a cave near the village of Nibelheim.



LOCKE TREASURE HUNTER

Don't call Locke a thief—he fancies himself a Treasure Hunter, even though he often hunts for treasure in other people's purses. Although he has the heart of an adventurer, his care-free demeanor hides a tragic past. He feels responsible for the death of his girlfriend, who perished at the hands of Imperial soldiers. His sole purpose in life is to find the magic that the Phoenix used to rise from its ashes. Locke hopes that the same magic will bring life back to his girlfriend. He's a clever and powerful nifty.

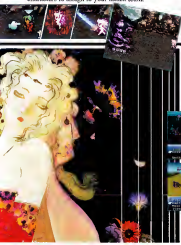


These are a little light, but the price was right.



MORPH MAGIC

Using a special power that emanates from her very soul, Terra has the ability to Morph into a formidable soldier during battle. In her strange new form, she gains strength and special powers that make her one of the best characters to assign to your attack team.



STEALING

Use the Steal command to lift objects from opponents during battle. When equipped with the Thief's Glove Relic, Locke can also Capture enemies.



Locke can Steal valuable items from enemies.

MOG MOOGLE

Moogles may look cute and cuddly, but they're really very powerful fighters. You'll find some for the first time in the caves near Narshe. When you return to search the caves later, you can persuade Mog to join your party. Listen to clues that the people in Narshe drop about where to find this shy and elusive Moogole.



FINAL FANTASY III



DANCING

Mog's dances call destructive forces down on enemies. He'll learn eight dances in all, one for each area. He must fight in each region to learn its dance.

DANCE

EFFECTS

WIND SONG

Mog learns four Wind Song dances. One of them, the Wind Slash, persuades enemies with furious gusts.

EARTH BLUES

Land Slide brings boulders crashing down, while Whump summons some of earth's creatures to attack.

FOREST SUITE

Mog's Rage dance causes a flurry of leaves to blow into an area. The Wild Bear dance restores energy.

WATER RONDO

The El Nino pulls enemies into an underrow. Another Water Dance, Plasma, creates a bolt of lightning.

DESERT ARIA

The dances of the desert cause a variety of wind storms to blast enemies during battle sequences.

DUSK REQUIEM

The four Dusk Dances have different effects. One causes fire, one poisons, and another makes rocks fall.

LOVE SONATA

Although this is of the Forest Dances are destructive, the Tiger Dance restores your party's energy.

SNOWMAN JAZZ

When he performs the Snowball Dance, Mog cuts more than a rug. It cuts the enemy's Hit Power in half.

Battle lines were drawn, and the masters of magic faced off. The contentious forces pitted Esper against Esper in battles that tested magic and violently ripped the world apart.

Caught in the middle of the power struggle were the people. The fighting first crept then raced across the country, leaving burned buildings and devastated families in its wake. Soon, the entire land lay blackened and smoldering, the grim result of a power struggle gone mad.

Finally, with Espers destroyed and the people slaughtered, three of the magi looked on the devastation caused by their petty jealousies—and their magic. They realized that magic was too powerful, too dangerous. The three used the last of their energy to summon all magic, then they retreated to a remote cave and turned themselves into stone, sealing the magic away with them forever.

EDGAR ENGINEER

Although Edgar is the King of Figaro Castle, his true calling is engineering. He is fascinated by machines and spends every spare moment making interesting contraptions. He's also a hopeless flirt.



Edgar flirts with all of the women he meets. Few are flattered.



MASTER OF TOOLS

Because he's adept at making and using tools, Edgar is a valuable team member. Some tools attack multiple enemies at once.



TOOL	EFFECT
AUTOCROSSBOW	STRIKES MULTIPLE ENEMIES
DRILL	DAMAGES SINGLE ENEMY SERIOUSLY
BIO-BLAST	GASES ALL ENEMIES
DEBILITATOR	CREATES WEAKNESSES IN ENEMIES' DEFENSE
FLASH	STUNS MULTIPLE ENEMIES
CHAINSAW	DAMAGES SINGLE ENEMY SERIOUSLY
NOISE BLASTER	CONFUSES ALL ENEMIES
AIR ANCHOR	MAKES ENEMIES SELF-DESTRUCTIVE

SABIN

MARTIAL ARTIST

Although he and Edgar are close friends, Sabin, Edgar's brother, leaves home when their father falls ill. He thinks that his father wants Edgar to succeed him, so, with feelings hurt, he flees to the hills, where he studies martial arts with a master until he becomes a master himself.



Sabin becomes a master of the martial arts.

THE BLITZ

Each of Sabin's Blitz attacks requires a button sequence.



CYAN VALIANT KNIGHT

Cyan is a throwback to a more chivalrous time, when knights fought in the name of honor. People may make fun of his formal way of speaking, but they find nothing funny about the fierceness of his fighting.

SWORD TECHNIQUES

Wait for the Sword Technique power to increase, then unleash a mighty attack with Cyan's sword.



Build power for the Sword Techniques

CYAN: Not yet, highness!
KING DUMH: I fear for your family. Ush...chest is on f...fire...



FINAL FANTASY III



SHADOW THE LONEER

Shadow is a mysterious character who is accompanied by his attack dog, Interceptor. Some say that he's a soldier of fortune, but it's not money that convinces him to join you. He comes and goes as he pleases, and he's no fan of the opera.

THROW

Shadow doesn't put himself in danger when fighting. He throws ninja weapons from a safe distance.



CELES FORMER GENERAL

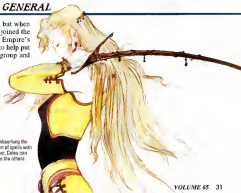
Celes was once a General in the Empire army, but when she realized how corrupt they had become, she joined the resistance. She's ashamed of her role in the Empire's slaughter of innocent people and is determined to help put an end to it. Locke convinces her to join the group and teaches her to trust.

RUNIC POWER

When she's equipped with a sword, Celes can use it to absorb spells, keeping them from doing much damage to the party.



By absorbing the brunt of spells with Runic, Celes can save the others.



As the three magi hoped, magic disappeared from the world, and the great war, which became known as the War of the Magi, faded into history. Few people spoke of magic, and Espers were mentioned only in legends that many claimed were fictional.

As time passed, the people lived peacefully, learned much about machines and studied technology. Centuries later, living with advancements made possible by science, not magic, few believed that magic had ever existed at all.

But then there were the Espers. Although no one had actually seen the strange beings, rumors about their existence persisted. Was it possible that Espers had survived the War of the Magi?

GAU WILD BOY

Thrown out of his home by his father when he was a young boy, Gau was left to fend for himself

among the beasts of the Veldt region. He grows up wild but wise, carefully observing the methods animals used for waging war.

LEAP & RAGE

Gau is an astute observer and a quick learner. He has the ability to learn the attack techniques of his enemies. When you first enter a new area, use the Leap command to make him learn a technique, then use the Rage command to make him use it.

After he observes the fighting techniques of his enemies, Gau can learn and use them himself. When he's enraged, he's a brutal fighter.

SETZER GAMBLER

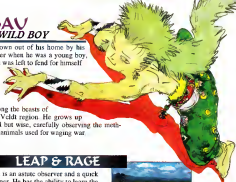
Setzer is an adventurer who loves a good game of chance. He creates a marvelous Airship that travels between the continents. That Airship is the party's ticket off the mainland. Behind Setzer's devil-may-care facade is a sometimes melancholy man who mourns a lost love.

Setzer bets his life that your party will succeed in its quest to overthrow the Empire.

SLOTS

Setzer's special skill is playing a slot machine. When he hits the jackpot, the enemy is annihilated. Often, the machine pays off by refilling the party members' magic powers.

It's an expensive attack, but Setzer's Coin Toss takes out enemies.



A descendant of the Espers of centuries past, Strago has some magical ability. The skills that reigned during the War of the Magi have grown weak over time, but Strago is powerful, nevertheless. Fearing the Empire, he and the other villagers have kept their powers secret for years.

LORE

Strago has the wisdom of age and is an astute observer. Though his magic skills are limited, he learns quickly. Whenever enemies use spells against your party, he observes and learns the spells cast.



Spells cast against Strago become his.



RELM ARTIST

As the granddaughter of Strago, Relm is also a descendant of the ancient magi, but she knows little of the past. She is interested only in art, especially painting. Although young, she shows talent.

SKETCHING

Relm's special talent is sketching. During battle, she does quick drawings of her enemies and has the reproductions attack the originals.

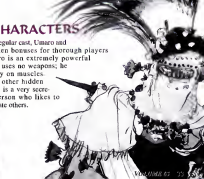
Use the Sketch command to make Relm draw the enemy. She can then use the drawing on the character.



ELUSIVE CHARACTERS

Not part of the regular cast, Umare and Gogo are hidden bonuses for thorough players to find. Umare is an extremely powerful fighter who uses no weapons; he relies solely on muscles.

Gogo, the other hidden character, is a very secretive person who likes to imitate others.



During the peaceful time that followed the War of the Magi, a handful of kings ruled small realms with fair and even hands, and the people wanted for nothing. Most were satisfied.

But some were not. A few greedy, power-thirsty and disgruntled men emerged with plans to take over the world, bit by bit. The force that was to become known as the Empire was first led by Gestahl, who ruled with an iron fist. His generals were loyal, and the soldiers they trained swore allegiance to the Empire. Dissension was not allowed.

The Empire was destined to be an awesome power, for it knew something that others did not. The secret? Espers. Gestahl and his generals had learned that Espers did still exist, after all. They had even followed them to a great gate that lead to another world. For all of his planning, Gestahl failed to foresee how his greediest general would one day tragically twist the power of the Empire.



GESTAHL

The aging monarch believes that the Espers are too powerful to unleash. His young general does not agree.

KEFKA

Motivated by a consuming greed, Kefka grows impatient with Gestahl. He thinks that the old king moves too slowly, worries too much about the people. He decides to act on his own, in his own heartless way.



GENERAL LEO

After witnessing Kefka's ruthless acts, Leo lays down his weapons and tries to negotiate peace.



CID

Cid, a scientific genius, creates the machine that converts Esper powers into Magicide.



THE FIRST STEPS



Begin in Narshe, where you learn the basics.

Meet Locke in a house.

Team up with the Moogle in the cave, then set out for Figaro Castle, to the south.

Meet Figaro's king, Edgar.

Hear Kefka's challenge. The Empire is advancing, and war has begun.

Go through Figaro Cave.

In the mountains, meet Edgar's long lost brother, Sabin.

Climb Mt. Kolts.

Go to the Returners' Cave and meet with Banon, their leader.

Ride a raft down the river.

Here the story splits into three branches. Choose one branch and begin.



Locke heads for South Figaro, where he'll rescue Celes.

Terra, Edgar and newcomer Banon continue north to the mountains and Narshe.

Sabin leaves his brother once again and sets out on his own. He won't be alone for long, though. He'll meet a valiant knight, Cyan, before they board a mystery train.

And the adventure begins.

THE WORLD C



You can't escape.
Nowhere to run.
Nowhere to hide.



coming to a head, with the





- 1 NARSHE
- 2 FIGARO CASTLE
- 3 FIGARO CAVE
- 4 SOUTH FIGARO
- 5 SABIN'S CABIN
- 6 MT. KOLTS
- 7 RETURNERS' HIDEOUT
- 8 HOUSE IN THE VELDT
- 9 IMPERIAL BASE
- 10 DOMA CASTLE
- 11 PHANTOM FOREST
- 12 BARREN FALLS
- 13 THE VELDT
- 14 MOBLIZ
- 15 CRESCENT MOUNTAIN
- 16 NIKEAH
- 17 KOHLINGEN
- 18 FUTURE COLOSSEUM
- 19 JIDOR
- 20 ZOZO
- 21 OPERA HOUSE
- 22 MARANDA
- 23 TZEN
- 24 ALBROOK
- 25 VECTOR
- 26 SEALED GATE
- 27 THAMASA
- 28 ESPERS' GATHERING PLACE

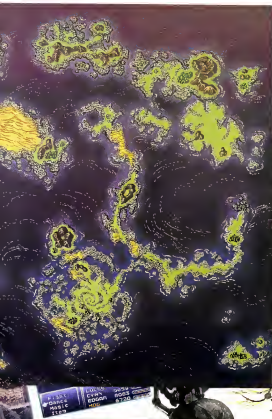


Espers pass along their magic skills to fighters who equip the Esper as they earn magic points. When the fighters have learned 100% of the spells, they can equip and use them during battle. Each Esper teaches several spells.



WORLD OF RUIN

This month's preview is just a taste of the huge, role-playing saga that's bound to enthrall RPG and adventure fans alike. Next month, we'll take you deeper into the game for a more complete look at strategies for battle and sites for exploring in a full-length feature. You won't want to miss it!



ESPER	EFFECT
STARLET	CURE, CURE 2, CURE 3, REGENERATE AND REMEDY
KIRIN	CURE, CURE 2, REGENERATE, ANTIDOTE, SCAN
PHOENIX	LIFE, LIFE 2, LIFE 3, CURE 3, FIRE 3
UNICORN	CURE 2, REMEDY, DISPEL, SAFE, SHELL
PALIDOR	HASTE, SLOW, HASTE 2, SLOW 2, FLOAT
SRAPHIM	LIFE, CURE, CURE 2, REGENERATE, REMEDY
IFRIT	FIRE, FIRE 2, DRAIN
SHIVA	ICE, ICE 2, RASP, OSMOSE, CURE
ODIN	METEOR
MADVIN	FIRE 2, ICE 2, BOLT 2

EARTHWORM

J



M





COMING SOON TO
YOUR SUPER NES
FROM PLAYARTISTS

NINTENDO
POWER

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MAXIMUM CARNAGE™

MARVEL
COMICS
MAXIMUM
CARNAGE

THE COMIC CARNAGE COMES ALIVE!

Thanks to the collaborative efforts of Marvel Comics and LJN, both compulsive comic book fans and voracious video game gurus alike can indulge in their favorite activities with Maximum Carnage for the Super NES. This awesome new release, which will come out in a special red cartridge, combines an exciting comic book-style story line with non-stop street-fighting action.

Although the two are mortal enemies, Spider-Man and Venom pair up to fight an even greater evil than that which developed between them. That evil is Carnage, an alien who inhabits the body of an asylum escapee. At the asylum, Carnage had the opportunity to make the acquaintance of an equally evil usurper, Shriek, and she is ready to fight at his side. Spider-Man and Venom must fight their way through over twenty-five Chapters of this horrifying tale to protect the innocent from these harbingers of doom.



Maximum Carnage comes in a unique red cartridge — a special collector's item.

THE DARING DUO

While hot on the trail of Maximilian Carnage, you will have the opportunity to play as both members of the crime-fighting duo known as Team Spider-Man. In fact, your choice Spider-Man or Venom will affect the sequence of the game's story line, but not the outcome.

The once-normal Peter Parker developed super-human abilities after being bitten by a radioactive spider. He now uses his powers as Spider-Man to defend the innocent.



When enemies are on either side of you, Spider-Man's Double Web-technique will grab them and smash them together.



Keep your eyes peeled for items along the way that may be picked up. Some can be used to help Spider-Man, while others may be thrown at enemies.



The Swing Kick's good, but you may perform it only after your second swing on the web.

In the beginning, you'll start out as Spider-Man. Spider-Man is fast, and his Spin Kick is effective on multiple opponents. His main weakness, though, is a lack of strength and power.

When the thugs get to be too much for Venom, he will be able to shield himself well.



You'll first come across Venom in Chapter 7. Although Venom has teamed up with Spider-Man, he has a vendetta against Peter Parker. The only person, or creature, Venom hates more than Spider-Man is Carnage.

VENOM

Venom is stronger than Spider-Man, and has a more violent fighting style. Whenever Spider-Man only uses force when needed, Venom is always ready to rip the enemy apart.



To keep the enemies on their toes, Venom performs the Back Flip with great ease.



SUPER-HERO ICONS

Spider-Man and Venom don't have to go it completely alone on their venture to stop Carnage and his evil partners—there are several Super Heroes along the way who will lend a hand, and perhaps a unique Super Power, as well! Simply walk into an Icon to pick it up.

CLOAK & DAGGER™

Cloak engulfs enemies in darkness and has Teleportation power. Dagger uses beams of light to purge persons of evil.

This team is as different as night and day.



CAPTAIN AMERICA™

A World War II legend and modern-day super hero in his own right, Steve Rogers, aka Captain America, is an asset in the assault against evil.

Captain America's trademark Shield can be thrown at almost any enemies.



Black Cat's back flaps diverter!

BLACK CAT

Black Cat is a former crime-loving cat-burglar turned heroine, thanks to Spider-Man's good influence.



IRON FIST™

Iron Fist is a veteran ally of other famous super-hero teams such as the uncanny X-Men. His help is appreciated.

Iron Fist's aura is more dangerous than the dragon he is!



Firestar's uniqueness is to make popcorn out of enemies.



FIRESTAR

Firestar temporarily left her duties as a New Warrior to help Spider-Man and Venom.

DEATHLOK

Michael Collins underwent an operation that left him half cyborg, half man. It's been a struggle ever since.

Deathlok carries equipped with his Cyber Guns.



MAXIMUM CARNAGE



MORBIUS



Dr. Michael Morbius is frightening, but fear not. Years ago, the good doctor was ill, and his only chance was an experimental miracle drug. Instead of curing him, the drug transformed him into the Living Vampire.



By day, he preys for a cure but by night, he preys on evil-doers.



CHAPTER 1: NEW YORK STREETS



The doctor writes within Kasady, but once Carnage is free, he shall end all restraints, he can unleash ultimate insanity on the world!

Carnage is an alien who symbiotically inhabits the body of Cletus Kasady. During transport through Ravencroft, a maximum security institution for the criminally insane, Carnage makes a move to freedom!



Hiring him that Carnage escaped from Ravencroft, Spider-Man is concerned. It seems that none of the cops has faced over the prison ever go away. Items...



Devils fast break out of the asylum, Carnage hears a strange voice encouraging him and his plan for slaughter. It is the voice of Shishu, a

woman who is rarely so twisted and deranged as Carnage. He sets her free and they set off together for a life of murder and anarchy.



Garbage Cans may be picked up and thrown at enemies.



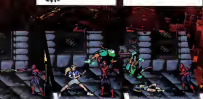
Pick up the Hearts to help refill your Power Meter.



An Extra Life could come in handy!



Newspapers may be used as weapons, as well.



GIVE HER THE AXE, MAX!

Get rid of these ferocious females by going down the old "one-two." Position yourself so they are both on one side of you, then grab them with a Web one at a time and punch. Watch the blonde—she's stronger.



BAD GIRLS

Lizzie and Dana are two street-smart sisters who are like bad apples—rotten to the core. They don't have a problem with Spider-Man, other than the fact that he fights for justice and protects the innocent.

CHAPTER 2: THE CLIMB

In Chapter Two, there's nowhere to go but up! Shriek makes it difficult, though. Luckily, Spider-Man can rely on his keen Spider Sense to help him make his way safely.

Staying out of danger is an easy job following the clues.

Spider-Man can climb most of the way, but you'll have to shoot webs and swing in some spots.

Head your Spider Sense, or Shriek's Dooms will get you.

Shriek's Dooms aren't the only worry. Half way up, Doppelganger pays an uninvited visit. Dodge, or shoot her with Webs.

MAXIMUM
CARNAGE

A TOUCHING TALE

As Carnage and Shriek fled the Ravenscroft Institution for the Criminally Insane, they came across a frightening-looking creature.

CHAPTER 3: ROOFTOP

On the rooftop, it's not reindeer hooves you hear, it's the multi-limbed Doppelganger! Fight him if you want, but Shriek will come to his aid and blow you off the building.

That creature was the multi-limbed Doppelganger! Carnage wanted immediately to destroy him from of nature, but...

Shriek thought that Doppelganger was cute, in a sick sort of way, and spared his life. Now, he's one of three!

Pushed Doppelganger, then snap aside when he's larger of you. Eventually, Shriek will come to his rescue.

CHAPTER 4: THE ALLEY

Carnage leaves Shriek and her newly found friend, Doppelganger, to take care of some "personal business." This business takes him to the local paper, the Daily Bugle, where he kidnaps reporter Josh James.



Misadventure, Spider-Man falls from the rooftop and lies in a crumpled heap in the alley. Though our hero is badly bruised and battered, he still goes with him.



It's safe to stand in this corner, but only until the Bad Tuff comes out.



Pick up the Trash can and take away all the rubbish they are.



Click at the gate for a Heart to help Spider-Man when he is weak.



An Extra Life is very valuable when there are many Chapters to get.



Here's another chance to collect a Heart, in case you missed the first.



An extra continues is going to make the difference in the long run.



BIG BUBBA

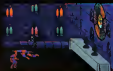
This larger-than-life Boss may outweigh Spider-Man, but our arachnid avenger can certainly outwit him! Just keep dodging and punching. If you beat him before he beats you, your reward is an Extra Life.

--- JUST TAKE US HOME

Never fear, if the Big, bulky squashes Spider-Man right away, Clark and Dragon will come to the rescue. Their Light Beams and engulfing Defense should take care of the problem.

CHAPTER 5: THE HALL

Chapter Five is an all-out slamfest between Spider-Man and two of his toughest opponents — Shriek and Doppelganger!



Keep away from Shriek as you're punching, or she'll shoot a beam down on you.

CHAPTER 6: THE CHASE

The action picks up and starts moving faster than imaginable as Spider-Man goes after Demogoblin on a Web-swinging chase high above the city streets.



Gain an advantage—if Spider-Man can knock Demogoblin off right away with the Swing Kick, he will be a lesser opponent later.



BAD GUY GETS GIRL

Spider-man does his best against this terrible team, but Carnage comes and strikes the final blow. Not only does he squash Spider-Man, he makes off with the digger.

TIMES SQUARE

Spider-Man can finally catch his breath when he catches up with Demogoblin in Times Square. Use the Spin Kick and punch quickly while avoiding this ghoul's destructive Pumpkins.



MAXIMUM CARNAGE



THE CHOICE IS YOURS



Whether you choose to stay with Spider-Man or try taking a chance with the new character, Venom, may depend on how well you play the game. Spider-Man's stages are shorter and Venom's are longer.



If you're having trouble, stick with Spider-Man.



Skilled players should choose Venom for a greater challenge.



CHAPTER 7: SAN FRANCISCO



After Chapter 5a, you'll have a chance to see what crime-fighting as Venom is like.

This game keeps you guessing as to which way the story will go next! Choose Venom, and you'll end up taking care of thugs and toughs in the hilly city of San Francisco. Don't leave your heart here!



Search for some extra items along the 'Web' sign.



Because Venom's techniques are slower than Spider-Man's, stick with his powerful Punches.



CHAPTER 8: CENTRAL PARK



Don't be fooled—you can walk past the tree. Beware of hidden enemies, though!

A walk through Central Park can be more than just a walk in the park, but dealing with the regular thugs is nothing compared to a confrontation with Shriek and Doppelgänger.



HE WHO LAUGHS LAST

Carnage must think that this Central Park scuffle is quite amusing, as he watches the action from the sideline. Even if Spider-Man can't hold up this time, we'll see who laughs last!

CHAPTER 9: NEW YORK STREETS II

Back on the mean streets of Manhattan, Spidey encounters a whole new breed of bad guys under Carnage's cursed control. The worst are a couple of Umbrella-wielding wackos.



Carnage's crazies seem to get bigger, weirder and spier by the Chapter! Trust us...



MAXIMUM
CARNAGE



MEDICAL
DEVIATES



After finishing off the second fight, shoot your Web camera in to reap some great rewards.



Dr. J and Big John will give you a pain in the neck, rather than a cure. To avoid their long Umbrella's reach, use the Web to pull each one toward you and punch, or pick one up and throw him.



CHAPTER 10 AND BEYOND

The streets of New York were just the beginning. The quest for Carnage in the Chapters ahead takes you to a disco, the Fantastic Four Headquarters and even the Statue of Liberty!

1 016802



The campaign to stop Carnage gets more difficult by the Chapter. The crazed citizens have taken to the streets, and Carnage and his mob attack two at a time!



Watch the leader or a biker—he's the strongest of the two.



GO, GO POWER RANGERS!

Millions of avid fans tune into the tube six days a week to follow the adventures of the Mighty Morphin Power Rangers. Finally, from Bandai comes the video game every kid in the country has been waiting for. That's right—the Rangers are ready to morph right into your Super NES!

What was once filler material for Fox Television has meta-"morph"-alized into what may become the most popular children's show ever. Stores can't keep Power Rangers action figures on the shelves, so it seems the arrival of Mighty Morphin Power Rangers for the Super NES was right on time. Even the most fanatical of fans won't be disappointed. The game combines the Rangers' karate-chopping action with great graphics, excellent play control and a soundtrack that will have you chanting "go, go Power Rangers!"



Not only will Power Rangers fans get to choose their favorite characters to play with, they'll have a chance to get behind the controls of the devastating Megazord!



Choose a different Power Ranger for each of the first five levels, or stick with the one you think is best the whole way through. You'll play as the Megazord in Levels 6 and 7.



In the regular action scenes, your Power Ranger will take on multiple opponents in his or she fights there way to the right. As the Megazord, the action is a one-on-one fight.



JASON

RED RANGER

Jason was a martial arts expert before becoming leader of the Power Rangers, and is considered the best fighter. His Dinosaur is the Tyrannosaurus Rex and his Power Weapon is the Sword.



WE ARE THE POWER RANGERS

A

ll of you die-hard Power Rangers fans already know the television characters like the back of your hand.

Now that you know about the game Rangers, we'll share some facts about the real-life actors! Did you know Jason wanted to be a pro baseball player before he became a Power Ranger? Zack says his biggest fan is his mother and his favorite color is purple. Trini has two Power Rangers action figures at home, and her favorite colors are earth tones. Kimberly really is a gymnast but enjoys painting, too. Although Billy's the Blue Ranger, his favorite color is green.



ZACK

BLACK RANGER

Zack is second in command behind Jason and is a master of the Hip-Hop Jitsu style of fighting. His Dinosaur is the Mastadon and his Power Weapon is the Axe.



TRINI

YELLOW RANGER

Although Trini is quiet, she is very smart and a quick fighter. Trini's Power Weapon is the Japanese Swords, also known as "Sai," and her Dinosaur is the Saber Toothed Tiger.



BILLY

BLUE RANGER

Like Trini, Billy is brainy, but he also likes to invent gadgets. His Dinosaur is the Triceratops and his Power Weapon is the Three-Pointed Lance.



KIMBERLY

PINK RANGER

Although the liche Kimberly sometimes has her mind elsewhere, her proficiency in gymnastics and skill with the Bow and Arrow are valuable assets.



It looks as if the excitement and challenge in this Level is of astronomical proportions, so are the enemies you will have to fight against!



BEAT RITA'S PUTTY BUDDIES!



T

he first five Levels of *Mighty Morphin Power Rangers* are crash-
ing-chop 'em-up adventures between you and what seems like
hundreds of Rita's mindless hench-monsters. Your Power Ranger
must complete the first section of each Level in street clothes-
before he may morph. He can then use the Power Weapon.

TRASH THROW OUT

The Throw is an invaluable technique when fighting multiple opponents and before you're surprised. Throwing an opponent not only helps get rid of him, you can also throw him against another foe to get two at one time!



JUMPING KICK

If you ever find yourself caught in the middle, perform the Flying Side Kick on one foe, then take care of the other before the first opponent has a chance to get up again.



LEVEL 1: CITY SIDEWALKS

Y

ou'd expect Level One to be an easy introduction to the game, but it's to the contrary. You'll face gangs of Puttys attacking from the front, from behind and even from above! Watch the store windows—Puttys will sometimes break through them to get to you. All cities have Pigeons, but the Pigeons in *Power Rangers* drop exploding Bombs, so look out above! If you're lucky, you will be able to pick up a few hidden items.

THROW A TANTRUM

Actually, throwing heavy objects, such as the Fruit Bunches, will be much more effective against an enemy than throwing a tantrum is. Some Enemies may be thrown, as well.



USE A BOMB NOW

Soon after the boss appears, many other enemies will show up at once. You could take them all on, or throw a Bomb.



BOSS BONES

'Dem Bones is a nasty bucket of bones, and his Sword is mightier than you'd think. Watch his timing and get his in whenever you can. The hard part is yet to come.

When Bones trans-
forms, you'll be able
to attack him all you
want. He can't hit back
without any arms, can he?



Even when his bones are lying all over the ground, he can revive himself.

LEVEL 2: FEAR FACTORY

MIGHTY MORPHIN
POWER RANGERS

As you make your way through the city to the Factory, listen up for the sound of rolling Barrels coming your way. You can either jump over and avoid them, or give them a kick to be rid of them. Once inside the Factory, there will be more mechanized hazards.

MONKEY UP THE WORKS

Don't be fooled by the serene sylvan setting outside the Factory—there are five sneaking Machines in the trees! With the proper timing, it is possible to jump and hit the Machines, but it's easier to throw an enemy at them.



GOING UP!

You can grab stone platforms and swing up on top of them. If the platform seems too high to jump to, and there's nowhere else to go, you'll have to use a wall to spring off of and up to the platform. This may take some practice.



BOSS GNARLY GNOME

The Gnarly Gnome will teleport to each of the platforms. Stand in the middle and hit him when you get the chance and avoid him and his shots.



LEVEL 3: SEWER SWIM

The ebbing and flowing water itself is quite an inconvenience in Level Three. Other dangers to be on the lookout for are narrow crawl spaces, Giant Spiders, poison Gas and spinning Gremlins. If you are low on power, you'll find Chickies, too.

IN THE WATER

When you morph into a Ranger after the first section, you won't be able to attack enemies while the water is high. Swim around until the water lowers again for a while and you'll be able to stand and attack the enemies.



BOSS EYE GUY

The Eye Guy literally has looks that kill, so you should avoid his powerful Laser Shots at all costs. He also spits out annoying little eyeballs, which aren't as dangerous.

As soon as all the little Eyes fall off, jump and hit the floating Eye Guy with your weapon.



RANGER JUMP

This Jump is similar to the Wall Jump in Batman: Press the Control Pad in the direction of the wall and jump, then press in the opposite direction and jump again. Continue to spring back and forth up the walls. Practice makes perfect!



LEVEL 4: SHOP 'TIL YOU DROP

T

his Department Store should be called department gore, what with it's staff of all Rita Repulsa's undesirable underlings. It's good that the Power Rangers are tough customers! Inside the building, hit the doors to open them. Outside, watch for falling steel beams.

LIGHTS OUT!

The falling Chandeliers will prove to be more of a nuisance to you unless you know how to use them to your advantage. They only fall when you are standing nearby. When an enemy is headed your way, jump your run under the Chandelier so that it misses you and falls on him. Way to go!



THAT LAST STEP...

Isn't it frustrating when you keep hitting an enemy and he keeps coming back? Outside, it's easy to do away with him once and for all by tossing him right off the roof!



BOSS GENIE

Stand on the middle of the top platform to plan your kicks. When the Genie shoots, move to the opposite side and stand in the dip.



If playing as the Pink Ranger, simply stand on the platform on the left side and shoot Arrows with the Bow.

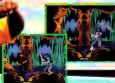
LEVEL 5: SPELUNKING

E

xploring this dark world down under is a big change from the previous Levels. You'll see the light, soon!

SWORDS MEN

These guys don't walk softly but they carry large Swords. Simply duck and kick repeatedly to keep them away.



BREAK A LASER CANNON

You'll be scared for sure if you remain in the path of the Laser Cannon. To destroy it and move on, go to the right and avoid the beam by ducking in the dips and swinging onto the platform. Once there, just keep hitting it!



BOSS DARK WARRIOR

The Dark Warrior looks more threatening than he is. A quick Power Ranger can defeat this Boss virtually unscathed. Move in quickly and keep attacking. Hopefully, he won't have a chance to hit you.



When the Dark Warrior jumps, run and stand underneath him. Move to a safe spot on either side and let him as soon as he lands.





WE NEED MEGAZORD NOW!

Each Power Ranger has a Zord, a special vehicle, that corresponds to his or her Dinosaur. Under special circumstances, such as in Levels 6 and 7, the five Zords come together to form the Megazord. Now, instead of fighting as a single Power Ranger, you get to experience the awesome power of the Megazord for yourself. Read on for tips especially designed to help us the Megazord.

**MIGHTY MORPHIN
POWER RANGERS**



SHOOT MEGA BEAM QUICK

As the Megazord, you are able to shoot a more powerful beam by holding down the X button for several seconds, then releasing it. Although using the stronger beam seems like a good strategy, it is better to shoot less powerful shots more often to keep the enemy at bay.



MEGA DASH

To perform the Mega Dash, press the Control Pad twice in the direction you want to go, then attack. The result will be a quick hit that's nearly impossible for your foe to block. However, as he can perform this move, so will.



LEVEL 6: TOXIC DUMP

It's no wonder they call this boss Mutatytus—his home is a nuclear reactor! Mutatytus is the first opponent you'll face as the Megazord in the one-on-one fighting mode. It has been heard, however, that entering a special password will allow you to play this way anytime.

HIT AND RUN

Although it's tempting to get in there and slug it out, sometimes the best strategy to use in this case is the attack and retreat method. Plan your entry carefully, then move in for a hit. Don't stay in range too long, though, or you'll feel the wrath of his Claw Attack quickly.



WATCH FOR SIGNS

It's important to watch your opponent's every move. You can tell when he's going to attack by his habits. For example, Mutatytus' eyes flash right before he is going to attack. A smart Power Ranger will use this information when determining when to attack and when to guard.



CLASSIFIED INFORMATION



A.S.P. AIR STRIKE PATROL

■ FROM AGENT #345

Mid-air Refuel

When you play A.S.P. you'll find that fighting a war can be long and dangerous. Agent #345 has discovered a code that will make refueling easy, assisting your war effort. Begin a new game as you normally would, and start flying your mission. When you run low on fuel, missiles or armor, press the Start Button on Controller I to pause the game. On Controller II, press A, B, A, B, Select, A, then B. If you enter the code correctly, your fuel and armor will be refilled, and your missiles will double!



Fly your mission as you normally would, until you begin to run low on fuel or get damaged.



Press the Start Button on Controller I to pause the game.



On Controller II, press A, B, A, B, Select, A and B to refuel and restore your plane.



If you use the code when you have more than 50 missiles, you'll lose your weapon!

SUPER A-10

When you begin a new mission, choose the A-10, then begin flying. As soon as the Good Luck message disappears from the screen, shoot your 30mm Cannon once, then hold the X Button. Continue holding it until SUPER A-10 appears in the bottom left corner of the screen. Now the 30mm Cannon can destroy buildings!



As soon as the Good Luck message disappears at the beginning of the mission, shoot your guns once.



Hold the X Button until SUPER A-10 appears in the bottom corner. Now your gun can destroy buildings.



■ FROM AGENT #910

Extra Continues

This code for King of Dragons will give players 99 Continues, improving their chances of finishing the game! Begin playing a new game and select your favorite character. Play as you normal would, until you've used your first Continue and are about to use your second. When you lose your life and the Continue Timer is counting down, press Start on Controller II. Now if you press Start on Controller I, you will have 99 Continues.



Start a new game and choose your favorite character.



Play until you've used one Continue and are about to use a second.



While the Continue Timer is counting down, press Start on Controller II.



Press Start on Controller I and you will receive 99 Continues!

LAST ACTION HERO

■ FROM AGENT #204 Unlimited Life

If you're having trouble making it through the Last Action Hero without getting damaged, then this trick is for you! Begin a new game and work your way to the right until you reach the first police car. Line up with the back of the car so your fist lands above the taillight when you punch. After around 20 punches you will hear an explosion. From that point on you can refill your Life Meter at anytime by pressing the R Button.



Normally, you can only fill your Life Meter by picking up the Ticket Stubs.



When you begin a new game, walk right to the first police car.



Punch the rear above the taillight and you hear an explosion.



After that, you can refill your Life Meter at anytime by press the R Button.

PINK Panther or PiNK GoFs To HOLLYWOOD

■ FROM AGENT #739 More Codes

We printed a couple of interesting codes in last month's issue, but since then, we have discovered two more. The first code is very simple to use, and will let you skip to any area of the game. Anytime while you're playing, press and hold the Start Button to pause the game, then press Select to skip to the next stage. If you want to get a look around a stage before you try to master it, press the B Button on Controller II. As long as you're holding the B Button, you can use Controller I to explore anywhere on the screen.



While you're playing the game, press and hold Start, then press Select.



You will automatically skip to the next stage in the game.



If you want to get a look around a one of the stages, hold B on Controller II.



You'll be able to move through walls, floors and even ceilings!

SUPER SLAPSHOT

■ FROM AGENT #667 Inverted Players

This strange code for Super Slapshot will let you play an entire game with your players upside-down! When you begin a new game, select the Password Option, and enter the password "SCH.R" making sure to include the periods and the space. Next, choose either an Exhibition or Tournament Game and select any team. When you begin playing, everything will be inverted!



When you first turn on the game, select the Password Option.



Enter "SCH.R" as your password. Make sure to include the space.



Choose either an Exhibition or Tournament match, then begin playing.



When the game starts, everyone will be skating on their heads!



■ FROM AGENT #899

Bonus Codes

Use these great codes for FIFA International Soccer to adjust any match to your liking. When you enter any of the codes while you are on the Option Screen, the corresponding option will be added to your choices. If you exit the Option Screen, then return to it, you can enter additional codes to your match. NOTE: Some of the codes can't be used in the Tournament Mode.

SUPER KICK



For the Super Kick Option, press B, A, then B eight times.



All of your player's kicks will be super powerful!

SUPER OFFENSE



For the Super Offense Option, press R five times, L, then R.



Your team's offense will be completely powered-up!

SUPER DEFENSE



To get the Super Defense Option, press L five times, R, then L.



It will be tough to score against your super defender!

SUPER GOALIE



Power up your Goalie by pressing A two times, then T five times.



The Super Goalie Option can help you win the match.



■ FROM AGENT #443

Level Skip Code

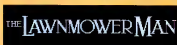
Agent #443 has discovered a simple code for Pac-Attack that will allow you to skip to any level of the Puzzle Mode. Begin a new game and immediately lose the game. When the Continue Screen appears, press the L Button once for each level you want to skip. When you continue playing, you'll start on the level you want.



To access the Level Skip, start a new game, then quickly lose.



On the Continue Screen, press the L Button once for each level you want to skip.



■ FROM AGENT #964

Combo Codes

With this code, you can access the Secret Mode of Lawnmower Man. Begin a new game, then press Start to pause the game. On Controller 1, press B, R, A, Select, Select, Y, A, B, Y, A, B, then Start to resume playing. While you're playing, press Start to pause the game then enter any of the codes below.

EXTRA LIVES .R, A, Select Y, Start
STAGE SELECTA, L, L, Start
SLOW MOTIONL or R Button



When you begin playing, pause the game and enter the first part of the code.



Anytime during the game you can press Start to pause, then enter one of the code above.



FROM AGENT #219

Invincibility Code

Finishing the game *Wolfchild* can be difficult for even the best game players, but if you use this great trick, you'll be able to clear the game in no time at all! Begin a new game and work your way to the Mutant Birdman at the end of the first stage. After you defeat the Birdman, quickly press and hold A, B and Start before the screen fades. When the next stage begins, release the buttons and your Life Meter should reach across the screen. As long as you don't pick up any Life Refill items you'll be impervious to all attacks!



After you defeat the first boss of the game, hold A, B and Start.



As long as you don't pick up a Life Refill, you'll be invincible!



FROM AGENT #801

Same Player Code

When you play a two-player game of *Sunset Riders*, each player will need to select a different character. If you don't mind using up one of your Continues, both players can use the same character with this trick. Begin a one-player game as you normally would, only quickly let yourself be defeated. When it's time to continue, press Start on Controller II. Choose the same character as before, then begin playing again. Press Start on Controller I and the first player will join!



Normally, each player will need to select a different character!



Begin a new one-player game and let yourself be finished off by the enemy.



Press Start on Controller II to continue the game, then choose the same character as before.



When the game begins, press Start on Controller I, and Player I will join in with the same character.



FROM AGENT #770

Anger Attack

If you find yourself in a bind when you're playing *The Peace Keepers*, you can use this last-ditch effort to finish off your enemies. If you're using Flynn, wait until your Life Meter is almost empty, face right then hold R, then press Down, Down/Right, Right and X. Your character will turn red and float around the room, giving you incredible super powers for a limited time.



If Flynn is about to lose, face right then hold R, then press Down, Down/Right, Right and X.



Flynn will turn red with rage, allowing you to defeat all the remaining enemies!

SECRET AGENTS WANTED

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

Our Address is:
Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA
98073-9733





THE NEW ADVENTURES

© 1994 Namco USA

The original Pac-Man swept through arcades like a wild fire in the early eighties, becoming one of the most popular video games of all time. Now from Namco comes Pac-Man 2: The New Adventures—a unique game for the Super NES based on all your favorite Pac-Man characters, and a few new ones, as well. Don't expect the same old game, though, Pac-Man 2 is an entirely new challenge!

A BLAST FROM THE PAST!

Are the days of negotiating the Maze, chomping Power Pellets, collecting Fruit and avoiding the Ghosts retired to the annals of video game history? They aren't gone forever—the Pac is back, but markedly updated. The unique new format of Pac-Man 2 will blast you from the conventional video game experiences of the past into a whole new world of wild and wacky interactive cartoon action like nothing you've played before! Utilizing Namco's innovative Character Guidance Interface™, Pac-Man 2 gives Pac-Man a mind and mood of his own, making your role in the adventure much more challenging than if you were controlling the character directly. Once you



Pac-Man's adventures begin at his home, which is a good place to learn the controls. The bottom left box shows your supply of Power Pellets, the right box shows your current location and your Shoghoji is in the middle. Take the tutorial for more practice or jump right in to the First Level.

get the hang of how to influence Pac-Man's actions, you'll be ready to guide him through the four Goals concluding with a battle against the Ghost Witch herself!

YOU'VE BEEN BEATEN BY PAC-MAN! NOW YOU MUST SUFFER THE CONSEQUENCES!



You'll be up against the Ghost Witch at the end of the Fourth Goal, as she has stolen the Pac-Cry children's bodies gone. She also controls the annoying Ghosts Inky, Blinky, Pinky and Clyde.



Now this looks familiar, doesn't it? Those who wish to recall this bit of nostalgia can actually play the original Pac-Man in some of the Arcade Stages scattered throughout Pac-Man 2's Pac-City.



After you've mastered the basics of controlling Pac-Man, the challenge intensifies in the action sections of the later Goals. You'll have to help Pac-Man along in the Mirror Maze and on the Ring Rider.

GETTING AROUND

PAC-MAN 2



Because of its unique "interactive" nature and unusual character control, the best way to get started with Pac-Man 2 is to pay close attention to the informative tutorial Pac-Man offers in the beginning of the game. To make sure that you don't miss any of the text messages, don't shoot or do anything else until Pac-Man has explained exactly what to do. You will not only be responsible for physically guiding Pac-Man through the Goals, you'll also need to make sure Pac-Man sees hidden items. Occasionally, you'll have to do something to another character in order for Pac-Man to proceed.



When Pac-Man is upset, he can reason or another: he may pick up if you give him things that might make him feel better. Try feeding him an Apple from a tree or playing music from the Windmill. Of course, sometimes Pac-Man just needs time.

Once you've got all this, Pac-Man's ever-changing mood may throw a monkey wrench in your plans.



When Pac-Man is happy and smiling, he will pay attention to you and he will be easy to maneuver. This is the best mood for Pac-Man to be in.

When Pac-Man is very grouchy, he will go off on his own and won't listen to you at all. This mood is very bad because it disrupts your progress toward completing the Goal.



When Pac-Man is sad, he goes up on the Goal and doesn't want to do anything except nudge around. You can try cheering him up, but often you'll just have to wait it out.

THE FOUR GOALS



Press the Select button to see the Pac-Land overworld map and the areas you and Pac-Man will traipse through during the course of the

game. The Goals to be completed promise to hold a whole slew of trials and tribulations, so get ready and good luck!

1 HUNT & GATHER

Ms. Pac-Man is out of milk for Pac-Baby, and until she gets more,

she fully won't stop crying. It's up to Pac-Man to save the day! Luckily, the Pac-Family lives next door to a Farm. Could completing this Goal be as easy as milking the Goat? There's more to it than that!



1 ROCK 'N' ROLL

The Ghost Witch's ghastly undertakings have made off with Pac-Man's Electric Guitar. What's a father to do? Pac-Man must go into the city to see if he can recover Jason's coveted instrument from the not-so-hip Ghost band. Be sure to check out everyone you meet, as the Ghosts may be well disguised.



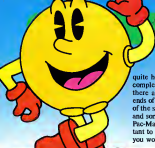
2 BIRTHDAY SURPRISE

Now that Pac-Baby has plenty of milk and has stopped crying, Ms. Pac-Man remembers that she needs some fresh Mountain Top Flowers for their friend Lucy's birthday party. Who is going to fetch them? Pac-Man, of course! One of the toughest sections of the Second Goal is the Ring Slider action stage. Fly high!



4 DEFEAT THE GHOST WITCH

The children of Pac City are very sad because the Ghosts stole the city's entire supply of bubble gum. The Ghost Witch has finally created Pac-Man's like-the-most-taken-after! Completing the last and most difficult Goal will allow Pac-Man and all other good citizens to travel throughout the Pac City without fear of attack by the Ghosts. This means he must defeat the Ghost Witch herself!



ADVENTURE BEGINS

Take some time to get acquainted with the first section of Pac-Man 2. The maps should be quite helpful in plotting your course to complete the Goals. You may notice that there are arrows at the beginning and ends of some of the maps. Because some of the sections are connected via a train, and some, such as the area surrounding Pac-Man's home, are circular, it is important to follow the arrows on the map so you won't get lost.

HOME SWEET HOME

The story begins at Pac-Man's home. There will be plenty of time for exploring later, but now you should probably go inside the house to gather clues about the first Goal from Mr. Pac-Man. To enter, try shooting at the front door.



BEE-AWARE!

Although exploring and shooting at things is encouraged, beware of the bees! It is home to a few fall of bees who do not wish to be disturbed by curious persons.

OPEN AND SHUT

This not-so-gruff-looking guy seems to bege through the door every time our Pac-Man attempts to walk by. Try shooting the Porter to the right of the door beforehand.

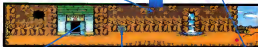


TO PAGE 58
THE SKY

SHOOT 'N SHIMMY



A perfectly placed hit with the Shoggoth should bring that Rope down to your level. Hop on and run above it all!



MOUNTAIN STATION

LOOK OUT BELOW!

The Mountain Station is full of enemies and lightning saw hazards. If Pac-Man doesn't watch his step, he could be squashed flat in a matter of seconds! You'll need to keep an eye on your round little buddy, and help him stay out of trouble. Just past the entrance to the Mountain Station, shoot the Danger Sign. Just as Pac-Man looks up, shoot him and he'll jump to safety.



SKY'S THE LIMIT

Shoot the Guide Sign to learn all about how to fly with pods. The instructions refrain from telling you, however, that the steel ladder must be removed to clear a proper pathway if Pac-Man trips over the ladder with the Guide. He'll fall into a trap.





MISSION 1: WALK THROUGH

The beauty of this game is that you don't necessarily have to stick with completing the Goals the whole time. You are free to explore and possibly pick up helpful items. Although the first section of the game is quite large, completing the first Goal only requires you to explore a relatively small area near Pac-Man's House. To get milk for Pac-Baby, walk to the right toward the Farm and get past the Farmer. You should then be able to get the Bottle and milk the Cow. Can it be that easy?



If you shoot the Bottle, you won't have anything to get the Milk in. Mr. Pac-Man and Pac-Baby will be quite upset.



Shoot the Cow. He'll knock the Bottle off so that Pac-Man can get it.

TO MOUNTAIN STATION

MILK



CAT ATTACK

Cats are said to have nine lives, but we don't know how many Pac-Man has! You may find out the hard way, though, if you shoot the ball of fur on the fence.



ANGRY FARMER

The daring Farmer probably doesn't approve of Pac-Persons robbing through his Farm in search of Milk. Guess that his shoulder is long and crafty by shooting the bale of Hay that of sight means out of sight!



GHOSTS

The bottom left box on the screen shows your supply of Power Pellets. Press the X Button on the Control Pad when Ghosts are near to feed Pac-Man a Power Pellet. Use them sparingly as you can only hold three at a time.



WORM PANIC

Making a moving mess in this area could open up a whole can of troublesome worms—literally! To avoid a slimy Wormy Fiasco, don't shoot any of the trees while traveling through the Forest or you might be invited to a worm dinner!



A HOP, SKIP & JUMP

From the edge, shoot Pac-Man to get to the first platform. Shoot him again to get to the top platform. Next, shoot the platform itself and Pac-Man falls down one. Two more jumps and you're ash!

TO PAGE 54
THE MINE

ACTION PAC-ED!



Congratulations on reaching the next section of this dangerous and daring land. Not only are the steps to

completing the second Goal quite complex, there are also two totally wild new ways to travel!

HANGING AROUND

Once you get the hang of it, hang gliding can be a breeze! Just shoot the sign for a quick lesson on all the basics. Controlling Pac-Man's ascent and descent is tricky enough, but sooner or later you'll have to clear the path of all the pesky Ghosts, as well!



THE SKY



Press the **Y** button to climb at each of the spots indicated on the map.

At these points, shoot Pac-Man and he will rise to see if the incoming vehicles.

A



Pay particular attention to this section. You'll have to get the Ghosts before they can get you.

YOUR PLACE OR MINE?

They don't call it the "Dangerous Cave" for nothing! One trip through in the Mine Cart and there will be no doubt left in your mind, either. As with the Hang Glider, shoot the Sign for a Mine Cart tutorial. Press **Y** on the Control Pad to make Pac-Man jump into Mine Cart faster. Shoot him with the Shotgun to help him out in some dangerous hazards.

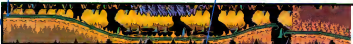


DON'T SHOOT GHOSTS!

Although it's tempting to shoot the Ghosts, they will fight back with a sure fire way to get to your work. Once one of their Hammer crosses your path, you'll go head over heels.

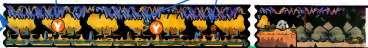


THE MINE



Pac-Man should jump the Cart border in loud to speed at parts of the Cave marked with a **Y**.

A



MISSION 2: WALK THROUGH

It's the Pac-family friend Lucy's birthday, and Ms. Pac-Man persuades our ready, willing and able hero to fetch her favorite Flower from the Mountain Top. Follow these instructions as well as the maps on these



Shoot the "Station" sign to enter, and you'll be carried up, up and away!



Ms. Pac-Man has saved you on the long journey

and the preceding pages to make the trip a little easier. First, enter the Mountain Station rope-way to the right of the Farm. Upon exiting the Station, avoid the falling Boulder and grab the Rope. Next is the Hang Gliding section. Because there are no checkpoints in this area, you must make it past the Ghosts, Rocks and Trees without crashing or else you'll start over at the beginning. After completing the Hang Gliding section, walk to the right to the Flower Garden. Pac-Man should then pick some flowers. The Goal is nearly complete! Walk back toward the left and look for a handy short cut. You certainly don't want to Hang Glide again if you can help it!



Make sure that Pac-Man is high enough, then get ready to pick off the Ghosts before they get you



A "WIDE HOLE" WORLD

Once Pac-Man retrieves the Flowers from the Garden on top of the Mountain, he'll want to get home as soon as possible. Walk left from the Garden and shoot the first Vine you come across. Pac-Man will pull the Vine and open up a helpful trap door and short cut to the Rope-Way Station. From there, shoot the Sign and you're home free!



PAC-MAN PUNTS!

It seems that Pac-Man has reached the end of the Mountain Cart line. What's a hero to do? Shoot the Machine and Pac-Man will give it the swift kick it needs to open up a Secret Door for you



Be sure to shoot Pac-Man at these places to help him avoid crashing into the Rocks

Pick up the second life! Pac-Man Game Pak here. That makes two down and one to go!



TO PAGE 96
MOUNTAIN
STATION



GAIA OPENS UP A WHOLE NEW WORLD OF ADVENTURE

Have you ever read a book or seen a movie about times, places and people so exotic that you wished you could experience them for yourself? Illusion of Gaia is your chance to step into such a world and live a fantasy. Young Will, the son of a famous explorer, finds himself in his hometown of South Cape at the outset of the game, but the world is changing rapidly and his boyhood is about to end. An ancient evil from the depths of space is about to assault the world, and the only way to defeat it is for Will to return to the Tower of Babel where his father's expedition mysteriously vanished one year ago. Along the twisting road of his quest, Will battles fiendish creatures and makes new friends in distant lands. As Will and his companions succeed against all odds, they also grow as characters and slowly learn the dark secrets of the past. The action, puzzles, play control and graphics all will remind players of The Legend of Zelda: A Link To The Past, and the story is as deep and involving as a Final Fantasy game. With this kind of exceptional balance, you get the best

of both worlds. Illusion of Gaia is a game for everyone; young, old, action fans, adventurers, RPGers, and lovers of



Will and Princess Kane are lost at sea with nothing to eat except fish.

pigs. You'll laugh, you'll cry, you'll eat snail pie, and if that's not enough, you'll also visit some of the most mysterious places on Earth including an Incan ruins, the Pyramids, Angkor Wat and the Great Wall of China. It's that BIG!



What is Will waiting for? Pyramids can be a real-life Illusion of Gaia.



Wanted, hero to save the telekinetic power, unearthing certain doom. If you think: *Do you like adventure? Romance? Pigs? If so, you from Nintendo. It's*

ALTER EGOS

In areas where battles rage, Will isn't always able to win through on his own. That's when two mythical fighters step into the ring. In



Freedan wields a broad sword and wields armor. His special attacks include the abilities to fire shots and cause earthquakes.



Shadow enters the game only at the end, at the Pyramids. He is a being of fire and water.



ILLUSION of GAIA

ANCIENT MYSTERIES REVEALED

Six Mystic Statues have been scattered around the globe in ancient ruins. These Statues will unlock the secrets of the Tower of Babel and the evil Chaos Comet that is approaching Earth.

1 INCAN RUINS

High in the Andes Mountains lie the ruins of the ancient Incas. Will must fight through them to reach the Inland Inca Ship of Gold.

2 NAZCA PLAIN

Quint drawings on the desert floor can only be seen from above. Will must travel to the Sky Gardens to unlock the mystery.

3 MU

The lost continent of Mu has been ravaged by powerful vapors. After uncovering the land, Will's task is to defeat the evil god.



world. Qualifications: optimism in the face of you qualify, take this Danger? Excitement? Travel? should play Illusion of Gaia bigger than life.

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Gaia's Dark Spores, you may be given the choice to fight using Froedan or Shadow. Each has tremendous skill and stamina.

MONSTER RADAR



Press the Start Button to activate the Monster Radar. You'll see how many foes surround you and the items they protect.

INVENTORY



Press the Select Button to bring up your inventory. Here you'll find the items Will has collected. You can view your items and skills.

4 GREAT WALL

Will's companion, Lance, has vanished at the Great Wall, which is guarded by a hideous beast.

5 ANGKOR WAT

The enigmatic jungle temple holds secrets and perils that have led previous explorers to their doom.

6 THE PYRAMID

ruled by a Mummified Queen, the huge Pyramid holds many answers for those who can decipher them.

7 TOWER OF BABEL

The face of the world lies with Will's conquest of this legendary tower where he reveals all the guardians' true names.



JOURNAL #1

I can't explain how it happened, but here I am back in my hometown. The last thing I can remember of my father is that he was determined to reach the Tower of Babel. It's good to be here with Gradda Lola and Grindge Bill, but I know I can't stay. Something is happening to the world...and to me. I seem to have a strange power. Objects move when I will them to move. It won't be easy leaving my friends, but my destiny lies far away. Sometimes in my sleep I see the face of my father. I must find him no matter what happens. I will.

STAR RUMORS

Even the simple people of South Cape have recognized that change is coming. A change in the stars promises evil times ahead.



The approaching star is the dreaded Cheese Comet, which returns to Earth every 100 years, bringing ruin with it.

THE POWER OF WILL

Since his return from the ill-fated expedition, Will has exhibited mysterious powers. When concentrating on an object by twirling his flute, Will can make the object move. His friends think it's only a game.



Will demonstrates his skill by moving the stone head in the outside area.

SOUTH CAPE

The sleepy seaside town of South Cape is waking up to discover a change in the tide of history. Rumors seep through the streets like rats in an alley. Unseen dangers are closing in.

Talking to the townsfolk, Will also awakens to a realization. He must leave.



GEM THE JEWELER

Will first encounters a mysterious man

known as Gem atop one of the houses in South Cape. Gem explains that he will take all the Red Jewels that Will finds and reward him with valuable items and powers. But there is more behind Gem's offer than profit. If you collect all 50 Red Jewels in the game, you'll learn Gem's dark secret.

A MATTER OF ROYALTY

Princess Kara, daughter of King Edward, runs away from home and meets Will, but soon she is tracked down by soldiers and dragged back to the castle. The next day, Will is summoned to the royal court. His journey is about to begin in earnest.



There is more to the story, so he will discover what he travels to the castle.



Will thinks Princess Kara is just a spoiled, runaway brat when they first meet, but



Search everywhere for Red Jewels. In South Cape, you'll get one in the belly of the school, one in a pet in a house, and one from a fisherman.

JOURNAL #2

I could not refuse the King's request for an audience, even though I didn't have the Jeweled Ring he wanted. I could tell when I faced him that it didn't matter what I said. He had me thrown in prison immediately. If it wasn't for Kara's pig, Hamlet, I would have rotted there like so many others. But the strangest part of my incarceration was a dream I had. It was my father's voice...and it seemed real. He said I must go on a quest. I don't feel ready to go, but I know I must. Now, if I can only get out of this dungeon...

EDWARD CASTLE

Although Will doesn't have a Jeweled Ring, he goes to the castle nonetheless. Since the King is still eating breakfast, spend some time exploring the palace. Talk to the people, look behind pillars, and visit Kara in her tower room. Then, talk to the King. No matter what you say, you'll end up in prison.

VISIT KARA

In the west tower of the castle you'll find Kara guarded in her chamber. Some palace intrigue is underway, with the Queen having hired a famous hunter/tracker, the King being obsessed by Olman's ring and Kara being locked up. The reasons for this become much later in the game.



Ignore the guard and talk to Kara. If you escape from the prison, return and rescue her.



HAVE MAP WILL TRAVEL

Traveling from one location to another in Illusion of Gaia is simply a matter of selecting where you want to go on the big map. The game automatically steers you to your selection.



Traveling by map looks cool with Mode 7 rotation and it's totally safe.

JEWEL IN THE CROWN

One Red Jewel can be found in the palace, but it isn't easy. You'll have to find a person who is hidden behind a pillar. If you can see Will, then you're in the wrong spot.



Step behind the pillar and speak to your concealed Jewel carrier.



KING EDWARD'S JUSTICE

There's just no satisfying some people. King Edward won't listen to lies or reason when it comes to the Jeweled Ring. Prepare to be hauled off to jail.



Since Will doesn't have the Jeweled Ring, he doesn't have a hope of staying out of jail.



JOURNAL #3

With Hamlet's help I escaped from the mossy prison cell, but now I'm not so sure I wouldn't have been better off if I'd stayed there. Since escaping, every moment has been one step away from disaster. I have never seen such a place as these catacombs. First there were the bats, then the skeletons and creatures that rose out of the brackish water to spit poison. But my luck turned when I discovered Gusa's Dark Space and Freedom. With Freedom's skill, the final steps were easy. Stranger still was my meeting with a wisp of a fairy named Lilly.

THE PRISON

Will's first fight takes place in the dank catacombs beneath the castle. The only way out takes him past monsters and traps. Here he'll meet Freedom the knight and Lilly of Istory Village.

A FREEDAN'S SWORD

Only as Freedom can you escape the horrors of the prison. In the Dark Space, transform into Freedom, then return to the switch that Will couldn't reach and hit it with Freedom's sword.



Freedom's sword has a long reach. Use it here and in the future when necessary.



JAILBREAK

Talk to everything while you're in prison, even inanimate objects and the moss on the walls. Will's father sends a message, then Hamlet the pig shows up with a key and a note.



B A RUSTED SWITCH

The door switch has rusted shut in the damp dungeon. The only way to jog it free is to leap down on it from above.



Many of the puzzles in Reflection of Gusa have to do with opening passages. In this case, the stuck switch must be forced open by jumping on it from above.



RESCUE PRINCESS KARA

Princess Kara is relying on you to return and help her escape the castle. As luck would have it, her guard is dozing off when you arrive. After stealing some chow from the basement, you'll return briefly to South Cape.

There's no cause for alarm since Gai's Stomach is living up to his name by sleeping on the job.



A succulent leg of yak is waiting at the beleaguered party. Take the food. You'll need it in the future when times are even more desperate.

JOURNAL #4

The twists of fate that have led me to this magical mountain village are much stranger than I could ever imagine. When Kara and I returned to South Cape, we discovered that my grandparents were missing. Kara screamed when she saw the mark of the Black Jackal on the upstairs wall. Then Lilly appeared, offering to guide us to her home. By revealing Istory Village with the song I played on my flute, I have also revealed some of my heritage, for my mother belonged to these people, and I have inherited some of her power.

ISTORY VILLAGE

Will finds his grandparents safe in Istory, but he cannot stay. Once he learns the Psycho Dash, he must visit the Moon Shrine then conquer the Inca ruins.

PSYCHO DASH

Enter the Dark Space in the Istory shrine to receive the Psycho Dash from Gaia. To use it, push the B Button until Will flashes rapidly, then dash against walls to break them open.

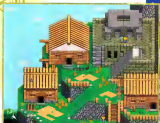
ISTORY MAGIC

The Istory people live in a village that regular people can't see. Lola's Melody allows Will to break the invisible barrier. Later, he learns the power of the Psycho Dash.

Use the flute and Kara's Melody to reveal Lilly's village.



With the Psycho Dash, rush down the slope and over to the distant plateau.



Use the Psycho Dash to break the back cave wall.



INCA STATUE A

Talk to the flower spirit on the plateau, then enter the cavern below and Psycho Dash the back wall. Inside, you'll find the first Inca Statue.



JOURNAL #5

I find myself glimpsing ever stranger worlds. Atop a mountain near Story Village I spoke with a spirit who knew my parents. He seemed to know my destiny, too, and many other things. With his help, I received one of the two keys to the Incan ruins where I now stand. Then Lilly took me to another mountain where I met the strangest creatures yet—the Moon Tribe. At one time, they were people like me, but they have been changed somehow by the comet that even now pushes toward Earth. The Moon Tribe doesn't seem evil, but their purposes seems dark.

MOON TRIBE CAMP

The cloud-like Moon Tribe reveals tantalizing scraps of information about the chaos that is about to descend from space.



INCA STATUE B

You must fight for the second statue in the cave below the Moon Tribe Camp.



Now, before the comet is a vehicle, you must enter the cave and defeat all creatures.

You have only 20 seconds to dispatch the creatures inside the cave.

JOURNAL #6

What am I doing in these ancient ruins? Time after time I have faced eternity and fought back from its dark grasp. The maze of this place twists my imagination so that I seem to be traveling in circles and making no progress. The Inca engineers must have been a clever people, building so many cunning traps and guards. But so far I have managed to spring them. Now, having placed the Inca Statues on their designated spots, I wait for a whirlwind to take me the final distance. If it weren't for Freedan, I could not have survived.

A FREEDAN MAY PASS

Freedan's long sword again proves to be the answer to a riddle. Hit the head on the platform and stand back.



Freedan's sword reaches over the barrier to strike the statue head.

INCA RUINS

The secret city of the Incas has kept its treasures hidden for a thousand years, but Will hopes to penetrate the maze and defeat the hideous guardian in order to find the legendary ship of gold.

MAP 1

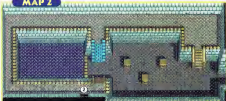


B THE MELODY OF THE WIND

Freedan learns the Wind Melody, but only Will can use it. The song will help open a passage later in these ruins. Remember to select the Melody from your Inventory screen.



MAP 2



MAP 3



C DIAMOND-SHAPED HOLE

A suspicious looking diamond-shaped hole can be found next to the pit of spikes. Continue left and out-

side to the cliff to the matching block, then fit the block in the hole to open a passage over the spikes.



This Treasure Chest on the Laval Cliffs hold the diamond-shaped block.



Place the block in the hole and a bridge of stones covers the spikes.



MAP 4

MAP 5



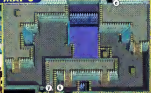
D PSYCHO DASH THE STATUES

These strange statue busts can't be beaten with swords or flutes, but Will's Psycho Dash can turn them to dust. A Chest of Herbs will be your prize.



Charge through the statues using Will's Psycho Dash in order to reach the Herbs.

MAP 6



MAP 7



A STATUES ON THEIR MARKS

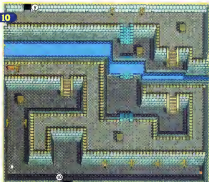
The puzzle in this chamber is to find the hidden door. The four statues and four gold plates on the floor suggest an answer. Use Will's telekinetic power to move the statues into place on the plates. Don't get too close to the statues, however, unless you want a fight. Will can stand on the fourth plate to activate the door.



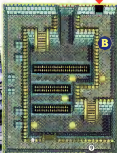
MAP 8



MAP 10



MAP 9

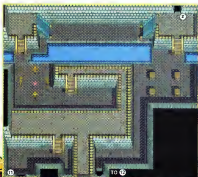


B FALLING STONES

In this area of the ruins you will trigger falling stones if you step on a gold plate. In rooms with spikes, the stones make bridges.

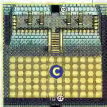


Falling stones make bridges and stairways on the floor tell secrets.



MAP 11

MAP 12



C THE WIND MELODY

Will plays the Wind Melody in this room to activate one of the floor tiles. Stand on the flashing tile until a door opens. It may take a while.



PLACE THE INCAN STATUES

Outside on the Lari Cliffs are two giant stone heads with slots in the top where the two Incan Statues can be mounted. Place each statue in a slot, then stand between the three pillars. Make sure you are in Freedom's form. A wind will sweep you away to the guardian.



MAP 13



CLAWS OF DOOM

The guardian of the first Mystic Statue is a creature from the bowels of the Earth. At first, attack its claws while dodging its shots. Then attack the head. A partial safe spot is on the back ledge.

Attack the claws first, then the head. Dodge the shots by running to the back ledge.



INCAN ODYSSEY

After leaping into the legendary Incan Gold ship, Will discovers that the Incans think he is their king. Obviously, they've been in the dark too long. As always, the young explorer should seek out information by talking to the crew and queen. In the hold of the ship, you'll find the first Mystic Statue—one of six in the game. When you return upstairs, you'll spend time in the crow's nest and in dream land, then your friends appear just as the ship is destroyed. Fortune casts Will and Kara onto a raft at sea where they survive for weeks by munching on fish.



Will and Kara are rescued from almost certain gum disease by a man along the Diamond Coast. After being cured of scurvy, they travel to Freecja.



JOURNAL #7

The strangest chapter yet of my journey is unfolding. Beyond hope we have reached safety and the beautiful town of Freejia, but there is a cloud over this place. Erik is missing and the labor traders cast a menacing shadow over the town. We have heard of the notorious diamond mines where workers are driven until they drop. I cannot turn my back on these people although it takes me away from my sworn course. I propose to enter these mines and free the laborers if I can only find the way. If I could just find Erik, I think the path would become clear.

DIAMOND COAST

The kind man in the house has rescued you and returned you to health. How do you repay him? By stealing the Red Jewel in his yard



Partly of brick-red soil came your quarry, but the town of Freejia has a more serious disease—forced labor or slavery!



You'll have to talk to the annoying laborers at the back alleys of Freejia. Something is hidden in this town. Enter every door.

DIAMOND MINES

The next big adventure test for Will comes once he enters the dark Diamond Mines near Freejia. Although none of the



Feel the captive laborer by destroying the guards and cutting through the chains.

enemies present too much of a threat, Will must solve a number of difficult riddles before he can reach every area of the Mines. The two guiding principles are to rescue laborers and find keys. Keep an eye out for unusual things—a blast of wind or a shiny glint on the floor may be just the clue you are looking for. There's no guardian in this stage, but



Use the Psychic Dash to knock down walls and find hidden caves. Look for a cave in the Dark Space room and one where Freejia's four views in the wind.



In the graveyard at the lower level of the mines, Freejia searches the ground for the glow of a shining key! Some of these skeletons tell tales, too.

there are enough dead ends to end Will's journey.

UNCLE NEIL'S HOUSE

Withy lands: Neil lives near the Nazca plain where your next adventure begins. Neil invents machines that are highly advanced for the time including a telescope, aqua lamp, and airplane. Neil's help proves to be invaluable here and later in the game.



NAZCA PLAIN

When Will and his companions reach the mysterious Nazca Plain, the first thing they notice is the giant etchings in the ground. If it seems that nothing is happening here, you need to explore every corner of the plain to find the Moon Tribe, then things will start happening.



Explore every area of the wide plain, meet the Moon Tribe and prepare to be transported to the previous Sky Garden.

SKY GARDEN

High above the Nazca Plain, defying gravity like a cloud, drifts the Sky Garden. Will must fight through four sections of the Garden, recovering four crystals that form a bridge to the final



guardian, Viper. Many puzzles await him, including the dark side on the flip side of the Garden.

Will can jump to the backside only at certain points within the Palace. Just explore space and he'll land safely—for the moment—on the dark side. He'll spend much time moving back and forth.



The dark side of the Garden is the reverse image of the upward side, but it also has switches and other secrets.

VIPER

Viper's beak is worse than his bark, but the real danger comes from his feathers. Make sure to transform into Freedman back at the Sky Garden. While the eagle god



Bodge or block Viper's feathers, then use Freedman's sword to slash him past.

swoops down, dodge and attack with Freedman's sword.

After the battle of the skies, Will tumbles from the platform. Luckily, Uncle Nod is nearby.



SEASIDE PALACE

An evil well in the Seaside Palace has poisoned the travelers and it is up to Will to purify it. But even after cleansing the waters, something wicked remains. The Palace is inhabited with the victims of a pair of ruthless vampires. To save them, you'll have to enter the lost realm of Mu and hunt down the fanged duo.



The room with the crystals obviously holds a dark secret or two, but it also contains your only hope. Lily fits into the hole to discover the Stone for Will.



Use the Purification Stone in the trademark waters in the lowest hall of the Seaside Palace.

LAND OF MU

This fabled land is half submerged in water and completely overrun by monsters. Find the two Statues of Hope and use them to lower the water. You may have to return to the Palace to boost Will's energy.



You won't be able to venture through these guys. Pick your hits carefully and dodge out of danger.



Hit the rings with your flute as sword to move them. You can also use your telekinetic power to draw them toward you.



Place a Statue of Hope in the Room of Hope and one more level of Mu will be drained of water so you can explore it.



After meeting the Moan Tribe member, you'll find a hole buried in the desert sand. An ancient hint: you are in the Sky Garden!



PUZZLING

With a name like Brain Lord, you would expect to find some tricky areas in this game, but even the best players may not be ready for what they're going to find. Successfully completing one of the areas in this game will require you to solve a wide range of brain twisting puzzles, so be ready to think!



Some of the puzzles will require you to move objects or to the different switches. If you succeed, the doors will open.



Sometimes you'll need to solve a puzzle to find out which switches you need to hit. If you make a mistake, exit the room, then try again.

MAGIC JADES

While your character doesn't increase levels during the game, you can increase your power with the help of Magic Jades. Each Jade contains a powerful faerie that you can activate whenever you need. When you have the faeries activated, you will build their powers as you defeat enemies. Once they have reached Level 19, faeries are completely powered-up. You can only have two faeries activated at once, so choose your Magic Jades carefully.



Use different Jades to help you through the game.



MIND OVER



When our hero was younger, his father walked into the wilderness in search of the Dragon, and was never heard from again. As the last in line of the Dragon Clan, our hero must set out to accomplish what his father could not. His quest is the story behind the

BRAIN LORD™



MATTER?

latest adventure from Enix. Brain Lord offers players hours of entertaining adventure, but beware, this game is not for the faint of heart! Some of the puzzles and traps found in this game are guaranteed to melt your brain cells.



BRAIN LORD

ADVENTURE

One of the key elements of an adventure game is figuring out where to go. The only way you're going to do that in this game is by talking to everyone you meet. Unless you explore every nook and cranny in the game, you'll never know what you will find.



As with most adventure games, you'll need to explore far class everywhere you go.



Interlocking adventures bring second time. Events like a new adventure... don't stop!



If you find some unusual things when you're exploring an area, don't forget to return there later. Things change as the game progresses.

COMBAT

Like most adventure games, combat is a very important part of the game. You can fight the monsters with your fists, but you'll have better luck if you equip some of the weapons you find. Each weapon has a different attack, so find one you like and start hacking.



Our swords are high, not everything is high quality.



Make sure you pick the best weapons for the job. While useful weapons can be enemies from the sword and the sword of greater damage. If you forget to equip a weapon, you'll fight with your fists.



THE TOWER OF LIGHT



Legend has it that a powerful dragon lives at the top of the Tower of Light. The Blacksmith is paying 10,000 gold pieces for each Dragon Scale you find, so the Tower of Light looks like a good place to begin your adventure. You better hope that the dragon will spare a few scales!



Be sure you stock up on supplies before you go. The shop sells a large selection of helpful items.

THE JOURNEY THERE

The trail to the Tower of Light is swarming with evil monsters, so you'll want to have your sword ready. If you find that you've reached a dead end in the path, try jumping up the cliff. Sometimes the path continues on when you're on top of the hill. Search through the old cabin along the trail to find your first Heart.



Jump up the cliff when the trail ends.



Open the chest inside the house to find your first Heart.

DECEASED JADE



The Deceased Jade will restore your life once for each level of health. You must be using the Jade or it won't revive you.

FOUNDATION JADE



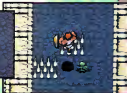
The Foundation Jade will add points to your Guard stat when activated. This Jade can be very helpful when you are fighting the boss.

FEAR THE FLOORS

Many of the dangers in the Tower of Light are traps set into the floor. Learn to look carefully at the floor before you step on it. The spike traps are marked with a small square brick and will spring up when you step on them.



Avoid the switch block on the floor so you don't trigger the traps.



BRAIN TWISTING PUZZLES



Here is a tricky example of the many complex puzzles in this game. You can solve this room by moving the two rocks onto the left and right switches, then by pushing the middle sphere to the left. Push the top sphere to the door, then the bottom sphere onto the middle switch to open the door.



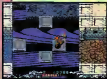
If you place an object on each of the switches, the door will open. Move the sphere out of your way when you leave the room.

FANCY FOOTWORK

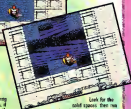
You'll need to move carefully when you get to the top floors of the tower. Look for solid spots amongst the disappearing floors, then run to safety when the floor reappears. Jumping from platform to platform is only deadly if you miss!



The floor may look safe to walk on, but only for a few seconds.



Be careful when jumping from missing platforms, if you miss you'll get hurt!



Look for the solid spaces that run when the floor reappears.

POWER JADE



Carrying the Jade in the Palace or Jade Temple gives attack power. If you build it up to Level 18, you can add 20 extra points to your attack.

LIGHTNING JADE



If your enemies get too close to the Lightning Jade, they're in for a shocking surprise. The Lightning Jade's magical power turns its lead.

STEEL SPHERES

Each sphere reacts differently when you push it. The Brown Sphere rolls until it hits something, the Silver Sphere rolls back and forth, and the Red Sphere chases you all over.



To open this door, let the Sphere chase you across the switch.



This sphere may not look like much, but if you push it, it will roll right back at you. If you want to avoid being damaged, walk around the room.

GIANT ROACH

Although you were hoping to find a dragon at the top of the tower, this roach could prove just as deadly! When you first enter the room, the roach doesn't seem to be too interested in your actions, but that soon changes when you hit it.



When you're fighting the Giant Roach, you don't need to defeat the smaller bugs. Just jump to avoid them and swing at their big bodies a lot.



SITE OF CIVILIZATION

It is rumored that all of the world's magic originated from an ancient civilization. The pawning on the job board at the Inn offers cash for any artifacts found in the nearby ruins. The problem is that the ruins are known to be haunted by powerful ghosts and goblins! If you're ready for the dangers that you might face there, it would be a good opportunity for you to improve your fighting skills. Who knows what treasures, let alone what dangers, are hidden in those ancient ruins? You'd better equip yourself well before you begin your quest.



LIGHT JADE



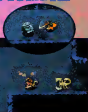
If you find yourself surrounded by darkness, use the Light Jade. As the Light Jade's levels increase, so will the light it produces.

THE JOURNEY THERE

When you return from your adventures at the Tower of Light, go to the Blacksmith and sell your Dragon Scales. When he buys them from you, he'll step out of the way and let you climb down the stairs to the caves below his house. Before you start exploring, you might want to purchase an axe from the weapons dealer. You'll need the powerful weapon to get past the rock that blocks your path.



You'll need to buy an axe before you can explore the caves below the Blacksmith's House. The only way past the rocks that block your path is to destroy them with the axe.



LIGHTS OUT!

The wiring seems to be faulty in many of the rooms in this area. If you have the Light Jade, you can use it to help you see your way around. Walk on the large square light switches, if you find them in order, to restore the lights.

Use the Light Jade to find your way around the ruins until you locate the light switch. Be careful! The enemies can see in the dark!



HOT FLOORS & WILD RIDES

Many of the floors in this area are dangerous for you to walk on. You can jump over the smaller dangerous areas, but you'll need to hop on the hovering platform to cross the large areas safely.

If you step on the blue floors in this area, you'll be damaged.



If you find the hovering platform, you can ride it safely across the room.

WATER JADE



The Water Jade uses water to attack your enemies. Although it can damage any enemy, it works best against enemies made of fire.

PUZZLING

In the Tower of Light you needed to weigh down the switches, but this time you only need to press them to open the doors. The problem is figuring out which buttons are the correct ones. If you solve the riddle, the answer will be revealed.



A few of the rooms in this area are locked with puzzle doors. If you can solve the riddle, the answer will tell you which buttons open the door. If you make a mistake, exit the room, then try again.

BRAIN LORD

LIFE JADE



The Life Jade is one of the best units an adventurer can have. If you have it activated, your life bar will slowly be refilled.

ANGER JADE



When you use the Anger Jade, it's better inside attacks anything that's not itself up to 100% as it can inflict status very quickly.

KEY FACTOR

There are so many keys in this area, things can become confusing very quickly. If you can't find the door that matches the key you've found, try examining the key. Often times there's a clue on the key!



If you find a key, but don't know where to use it, examine it for a clue!

GRAVITY GOD



The mechanical monster behind all of the problems in this area is tough to beat. As

soon as you walk into the room, you'll be sucked toward your doom! Jump away from your foe, then hit its eye with the boomerang.



When fighting the Gravity God, you'll need to avoid the dual spheres. When the gravity is on the spheres will roll right over you.



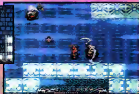
Jump away from the boss to avoid being sucked into its grasp.

WHAT'S AHEAD?

Warning! Only well trained warriors travel beyond this point! If you thought that the adventuring was tough thus far, then watch out for what lies ahead. The enemies become stronger, the stages become more complex, and the puzzles get so tough they can make your brain sweat!



You and your fellow adventurers have lots of exploring left to do. Don't forget to talk to everyone you meet.



The puzzles and enemies get tougher in the later areas of the game. Carry a Wary Girl with you so you can go back to town if you get into trouble.

COUNSELORS' CORNER

BREATH OF FIRE

WHY DO ANIMALS SOMETIMES APPEAR IN THE OVERWORLD?



Kirk Bachman

Animals sometimes appear after you've finished a battle. If you capture them, they will restore your party in some way. There are four kinds of animals that show up:

Birds, Boars, regular Deer and White-antlered Deer. Birds restore all of your Hit Points, Boars restore some of your Hit Points, Deer cure poisoning and White Deer restore 20 Magic Points.

To capture the animals, you must put Bo at the front of your party. Even Bo, though, will have a hard time catching the fast-moving birds until you find Kam's Shin Spell.



When you exit battle scenes in the Overworld, you'll sometimes see animals running around.



If you capture a Boar, its meat will restore some of your Hit Points. White Deer restore Magic Points.



Later in the game, after you've found Kam's Shin Spell, you'll be able to catch those elusive Birds.



WHAT ARE THE DRAGON EMBLEMS FOR?



The Dragon Emblems that you see in many places on the Overworld map represent hidden items. Behind the symbols you'll find treasures, magic spells and the entrance to the tower south of Spring. To reach the items beneath the emblems you'll need to have Mogu in your party. Put him in the front, stand on the emblem, then press A. He'll use his claws to dig through the emblem to uncover whatever it hides.



Mogu isn't a particularly strong fighter, but he is a valuable party member. You'll find him in Gremia.



Put Mogu in front of your party, stand on the emblem, then press A to uncover something secret.

SUPER METROID

HOW DO I REFILL ENERGY USING A POWER BOMB?



Paul Hawkins

To refill your energy using the Crystal Flash technique, you must have at least 10 Missiles, 10 Super Missiles and 11 Power Bombs. You'll use them up performing this stunt. You must also have less than 50 units of energy remaining. Press Down twice to morph into a ball, highlight the Power Bomb icon, then press and hold L, R, Down and the Shot Button. Continue to hold all four buttons until Samus is engulfed in a ball of energy-giving light.



If your energy level is below 50 and you have at least 10 Missiles, 10 Super Missiles and 11 Power Bombs, you can use the Crystal Flash to recharge.



Morph into a ball, highlight the Power Bomb icon, then hold L, R, Down and the Shot Button. The Crystal Flash will restore all of your energy.



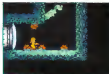
HOW DO I ESCAPE FROM THE ETECOONS' PIT?



The Etecoons, those little green creatures, are trying to show you how to do the Wall Jump, a difficult move that will get you out of the pit. It will be useful in other places,

too, but it takes precise timing and lots of practice. Spin Jump towards the wall, touch it for a split second, then press the Control Pad in the opposite direction. Just as you press the Control

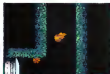
Pad towards the other wall, press the Jump Button. Samus will appear to crouch briefly on the first wall before bounding up at an angle towards the other wall.



Watch and learn. The Etecoons are demonstrating the Wall Jump, which you can use to escape the pit.



Spin Jump toward the wall on the right. Touch it lightly, then press the Control Pad towards the left.



As you press Left, hit the Jump Button, too. If you time it right, you'll angle up to the wall on the left.



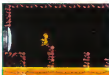
HOW DO I GET THE GRAPPLING BEAM?



The Grappling Beam is in the southwest corner of Norfair, but you must defeat Crocomire before you can get it. Drive the big beast off into the lava using Missiles,

then go left through the door. Drop to the bottom of the room and go through the door on the lower left. Set off a Power Bomb to destroy all of the blocks, then use your Speed Booster to

run from the far right. Just before you fall into the lava, press the Jump Button to launch yourself to the platform on the upper left. Inside the door is the Grappling Beam.



After defeating Crocomire, go left through the door.



Clear the blocks, then launch with a Dash Jump.



Inside the door on the upper left is the Grappling Beam.

TETRIS 2

WHAT'S THE PERFECT SOLUTION TO PUZZLE 18?



Tia Eversol

You have to be quick to solve Puzzle 18. Move the first piece left one space and let it drop. As the second piece falls, quickly rotate it right twice and move it right two spaces. As soon as the gray blocks touch down, flip the black ones so they're stacked vertically and move them over next to the wall. Before they land, flip them counter-clockwise once and shove them over by the flashing black block.



Let the first piece drop. As the second one falls, rotate it right two and move it over two spaces.



As soon as the gray blocks land, stand the black ones up and move them right to the wall.



HOW DO I SOLVE PUZZLE LEVEL 21?



Level 21 is a piece of cake—when you know how to solve it! Start by rotating the first piece counter-clockwise once. Let it drop straight down, but move it to the left one space as it nears the bottom so it lands next to the flashing gray block. Next, flip the second piece counter-clockwise once, then shove it all the way over to the right wall. Let it drop to cause a chain reaction that will clear the level “Perfectly.”



Rotate the first block counter-clockwise once. Let it drop. Move it one space to the left before it lands.



Rotate the second block counter-clockwise once, too. Slide it over by the wall and watch the reaction.



HOW CAN I SCORE A PERFECT ON PUZZLE 29?



There are a couple of ways to solve Puzzle Level 29, but the simplest one involves two easy moves with only two puzzle pieces. As the first piece falls from the top of the screen, rotate it clockwise one time, then slide it all the way over to

the left. The right two sections will come to rest on the stack, but the lone gray block next to the left wall will fall onto the flashing gray block below. Now, as the second block drops, flip it counter-clockwise one time. Slide it left as far as possible,

too. The two sections on the right will again stop on the main stacks and the gray block next to the wall will fail to clear the flashing gray block and create a massive chain reaction that will clear the screen. Now that was easier than it looked!



As the first piece begins to drop, press the A button to rotate it clockwise for a single turn.



Move the piece over next to the left wall. The gray block will fall onto the flashing block below.



Turn the second piece counter-clockwise once, then put it next to the left wall, too.

DONKEY KONG

HOW DO I COMPLETE LEVEL 3-1?



Fred Hildebrand

In Level 3-1, you'll take to the high wire in your pursuit of Pauline. Jump up and grab the wire overhead and swing on it until you build enough momentum to land on the ledge overhead when you let

go. Pull the lever to open the gate, then hop onto the Walking Blocks to get across the spikes to the Arrow Block in the upper right. Set the Horizontal Arrow to stretch between the Walking block and the spikes in

the room below. The Walking Block will cross over to the spikes by the Key. Now you can go down the ladder, hop onto the Walking Block, pick up the Key and cross back to the left to unlock the door.



Latch onto the wire overhead and do some giant swings to build up enough steam to reach the ledge.



Set the Horizontal Arrow to stretch between the Walking Block below and the spikes on its right.



Go down the ladder, hop over to the Key using the Walking Block, then use the Key to unlock the door.



WHAT'S THE KEY TO LEVEL 4-9?



Climb the first ladder on the right, then head left using vines and monkey tails. Climb up three ladders, drop to the right and pull the Lever. Now grab a monkey tail and go right. Drop to the ledge and pull the Lever on the right to make a platform appear near the monkeys above. Wait until a monkey is on the platform, then pull the Lever to make it drop. Pull the Lever again to make the platform return. Now get the Key and open the door.



Pull the Lever on the right to make a platform appear by the monkeys at the top. Wait until a monkey is on the platform and pull the Lever again to make it fall.



After the monkey falls, pull the Lever again, then grab a monkey and let it carry you to the left over the spikes. Drop to the floor, then go right to get the Key.

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POWER PLAYERS' CHALLENGE

Calling all players, calling all players! See a challenge that you think you can beat? Send us your best score as

quick as you can! If you can beat some of these high scores, then send us a photo of your achievement.

CHALLENGE

SPIDER-MAN & THE X-MEN IN ARCADE'S REVENGE

What is your highest score at the end of the game?



Only the strongest heroes can meet this challenge.

PAC-MAN

What is your all-time best score?



Test your skills on the Game Boy classic.

DISNEY'S ALADDIN

How many red gems can you collect by the time you finish the game?



The secret to this is Aladdin's gem!

NHL HOCKEY '94

What is your widest margin of victory when you play a one-player game?



Choose your favorite team and start skating!

F-1 RACE

What is your best race time on the Japan Track Time Trial?



Player's start your engines.

SUPER E.D.F.

What is your best score after completing the game?



Shoot everything you can on your way to victory.

SUPER POWER CLUB CHALLENGE

Take the challenge!

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries must include a photograph of the completed challenge (which includes the system in the photo) labeled with the name, address and Membership Number of the player. All entries must be received by November 15, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

STUNT RACE FX

What is your best finishing time on the expert level Speed Track?



Pick your favorite car and start racing!

POWER PLAYERS

NHL STANLEY CUP

Widest margin of victory.

Rob Shepherd Parsley, DN	71-01
Dan Muey Fowler, IN	70-01
Robert Bair Allen, MI	66-01
Mike Sanfilippo Collingswood, DN	62-01
Sam Finkelstein Whitehall, MI	56-00
Chris Lucht Carol Stream, IL	56-02
Jeff Holmes Littleton, NH	55-01

THE SIMPSONS: ESCAPE FROM CAMP DEADLY

Highest Scores after escaping from Camp Deadly.

Gina Neal Vancouver, WA	222,400
Luke Woodward Roseville, CA	215,002
Keith Frank South Edmonton, AB	202,010
Danny Dewey Portland, OR	200,108

REVENGE OF THE GATOR

Highest Scores.

Mark Newfield Detroit, MI	5,880,730
Brenda Jallo Springfield, DR	4,900,560
Andy Johnson Philadelphia, PA	4,738,230
Sam Jackson Miami, FL	4,627,980
Jeff Kang Chicago, IL	4,257,820

SIMCITY

Quickest time to Megalopolis.

Dale Small Alba, MD	Dec. 1900
Penny Bodine Snodgrass, WA	Dec. 1901
Sylvain Paquin St-Amand, PC	Nov. 1903
Anthony Lee Sunnyside, NY	Dec. 1903
Nate Schwietzke Wichita, KS	Jan. 1904

PAC-MAN

Fewest Levels to reach 80,000 points.

David Gilmore Vancouver, BC	6 levels
Whitney Brane Camas, WA	6 levels
Jack Harbor Washington D.C.	6 levels

TETRIS 2

Highest Scores.

Barb Frederick Cedar Rapids, IA	733,350
Debbie Vasilinda Bellingham, WA	447,230
Christine Medina Oak Harbor, WA	429,550
Robin Ramsey Edmonds, WA	425,150
Jason Earls Hamburg, NJ	416,570
Curtis High Jr. Georgetown, KY	336,370
Lance Yoho Topeka, KS	270,680

PAPERBOY

Highest Scores.

Lyle Sinker Atlanta, GA	190,700
Jim Fox Annada, MI	140,500
Darren Spach South Dartmouth, MA	119,200

I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of a NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy onto a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail.



Send to →

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MEGA MAN 5™

**STAR DROID
STRUGGLE!**

- **NEW BOSSES!**
- **NEW WEAPONS!**
- **NEW FRIENDS!**

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ENHANCE IT!

By our count, this is the twelfth Mega Man action game. The little blue guy just keeps going. We happen to know that he's not done yet, either. But who's behind the plot this time? Is it Willy? It doesn't really matter, does it? Mega Man will thrash and trash whoever it is! The really great thing about the newest Game Boy Mega Man release from Capcom is that it has been programmed to take full advantage of Super Game Boy. YES! With the addition of color, the graphics actually rival those of the Mega Man NES series. It's a pleasure to view this game on your TV screen.



**SUPER
GAME
BOY**



The pre-programmed Picture Frame fits the game nicely, but you can still change it or create your own!

SO WHAT'S NEW?

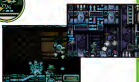
The robots that Mega Man has to battle just keep getting more difficult to defeat in each successive adventure. Dr. Light is always busy upgrading Mega Man's weapon systems. Mega Man's Mega Buster weapon will have little effect on the current crop of robots that he'll confront, so Dr. Light devised a new arm attachment—the Mega Arm. Rush is back in the Catapult and Jet forms, but there's a new helper... a cool cat named Tango.

MEGA ARM



By holding down the Start Button for a few seconds, you can charge up and blast Mega Man's Mega Arm at whatever ails you.

TANGO



Here, Kitty Call opens Tango and a spawning bus-eat computer will join you on screen. Tango will bounce around to help you take out the evil elements.

DR. LIGHT'S LAB

After Mega Man completes each stage, he can take a break back in Dr. Light's lab. Mega Man can exchange the P-Chips that he earned in the stages for various crucial Power-Up Items or save them up.

Mega Man's owner, Dr. Light will always be there to help him out in the battle.

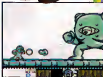


Dr. Light transforms Rush into a rocket ship while Mega Man needs to travel through space.



Some of Dr. Light's items are more important to collect than others. Save up your P-Chips to buy the more expensive items.

You'll need plenty of power to battle the likes of Dark Moon.



MARS

MERCURY

VENUS

NEPTUNE

DISASTER LOOMS

Has the Milky Way gone mad?! Eight new robots, each taking the name of a planet that Mega Man doesn't list as his home, are conspiring to take over the galaxy. That, obviously, is a threat to human life. That also means that Mega Man, sworn to protect mankind, will spring into action! We're gonna take you through the first four stages of the game, but after that, it's up to you. If you're a fan of Mega Man, this game won't let you down.



What happens after defeating the planetary bosses?



CLOSEST TO THE SUN

START

You might think that the Mercury stage would be full of hot obstacles, but it's fairly tame. There are some moving

walkways that reverse their direction. They can be hazardous, especially when objects are falling from above.



ANGRY OWLS



These birds will pounce, then swoop down at you and fly two shots. Jump up and nod them before they swoop

THE SHAFT



When you jump down the shaft, press Right or Left upon entering the first room. Stay in the middle in the second



START



THE MARTIAN SUR

Littered with explosive mines, the dusty caverns of Mars glow with an ominous powder blue haze. Deadly spikes are prevalent in this stage, as they are in many other areas.

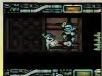


IT'S ALL MINE



An explosion will be yours for the keeping if you're not careful! If you avoid a mine, it won't explode for a few seconds, but you will stick to it. Jump to get off of it.

DON'T APE IT



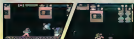
Focus and quickness will allow you to prevail over the howling howl's eyes. Missed that jumping movements and fire two Mega Arm shots to send them back to the jungle.

ELEVATE!



When the downward-moving platforms appear, jump up and keep jumping up. That way, the shots that the thin-limbed ghosts won't be able to reach you. Short Mega Arm shots at the eyes.

UP 'N DOWN



A large section of the floor moves up and down. Don't get caught between the floor and a block while you battle Eddies.

STAY UP!



Start this thing from after using Mega Arm shots when it jumps up.



BOSS

MERCURY

From the top of the screen, Mercury, this boss moves from one side of the room to the other. Jump or duck under the orb and blast Mercury when he reassembles himself.

FACE



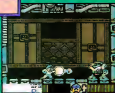
POWER-UP SOURCE

Stand back and let this sneaky fire missiles at you. Just blow away the missiles when they get near. Fill up on any Power Up Items that appear. Make sure that you don't let the main enemy.



MARS

Mars is a fast-moving robot. Slide under his Photon Missiles and shoot out. Repeat the rapid fire shots with regular shots on your own. Mars will take the most damage when he raises his head.



YOA

BOSS



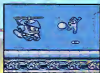


WATERY WORLD

Your Neptune visit begins on some sort of floating ship and then switches to a pipe-filled sewer world. Enchanting. Be careful where you shoot—some of the pipes will burst if hit.

COPTERS

Charge up the Mega Arm and blast each copter three times. Just avoid the copter's missiles and machine gun blasts.



START

A

JUMP THRU



Don't stand still in the water. It'll sweep you away in the direction it is flowing.

CRACKED!

Avoid shooting pipes that have visible cracks. They will burst open to flow water or steam.



TO A

PURPLE PLANET

Spikes, bouncy bubbles, armored crabs and rushing waterfalls are just some of the hazards that Mega Man is going to find on Venus. He'll have to watch his step or be prepared to face the unwanted consequences.

BUBBLE TROUBLES

The bubbles hanging from the ceiling that are slightly different in their color will attack you. When they drop, smack them with a Mega Arm shot. If that doesn't knock it off, keep firing, or it will jump at you.



START

STAND BACK

Crabs shoot out bubbles that can encase you. Shoot the bubbles, but concentrate on the crabs.



MERCURY

USE: MEGA ARM
GET: GRAB BUSTER

Mercury's star weapon is no match for the Mega Arm.



VENUS

USE: GRAB BUSTER
GET: BOCU FIRE

Crab Man's flash power by avoiding the fireball.



MEGA HAND GRAB



If you have the "Mega Hand Grab" you can grab these items from the ladder. Otherwise, climb all the way up and then fall back down to get to them.

MEGA MAN 5



BOSS



NEPTUNE

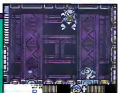
Slide under Neptune when he hops toward you. Avoid his shots and the drops that fall from the ceiling. Send him Photon shots.



VENUS

Move, slide, and avoid Photon shots. Jump in on you and also send out larger exploding bubble bombs. Take out the bubbles with the Grab Buster and then hit Venus with Mega Arm shots. Slide under him when he jumps.

Beat your Mega Arm at Venus. Run close enough to hit him out of the way.



TO A

A

BOSS

MARS

USE: GRAB BUSTER
GET: PHOTON MISSILE

To get the missiles, be at Mars after he leads.



NEPTUNE

USE: PHOTON MISSILE
GET: SALT WATER

Defeat the watery demon to receive aquatic power.



PLUTO

USE: SALT WATER
GET: CLOUD VAPOR

The darkest planet, but he's a crack with the salt.



JUPITER

USE: CLOUD VAPOR
GET: RER SPOTTER

The largest planet, get too with cloudbusts.



URANUS

USE: RER SPOTTER
GET: METAL MAGNET

With only a few shots the magnet will be yours.



SATURN

USE: METAL MAGNET
GET: RING FIRE

With the Ring go on to face an old enemy...



OUT WITH THE OLD

Mortal Kombat fans rejoice! Mortal Kombat II has arrived, and fatalities have remained intact! Now that we have gotten that out of the way, let's talk about the rest of the game. The graphics have improved greatly, making it easier to play, even without a Super Game Boy. The backgrounds have been well rendered, but there are only three of them in the game. Most of the moves have been included, but some of the moves that required too many buttons are gone.

The forces of good and evil gather at the Tournament. This time the battle rages in the foreboding Outworld. Step into the ring if you dare, but remember... two step in, only one steps out.

MORTAL KOMBAT II

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- 1 LIU KANG
- 2 SUB-ZERO
- 3 KITANA
- 4 REPTILE
- 5 SHANG TSUNG
- 6 MILEENA
- 7 SCORPION
- 8 JAX



THE LIGHTER SIDE OF PAIN

The Friendship moves didn't fit into the Game Boy version of Mortal Kombat II, but the Babality Moves did. Fight the final round without throwing a punch, then try some of the Babalities from the arcade!



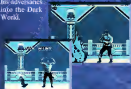
SUPER COLOR

If you have a Super Game Boy as well as a regular Game Boy, you can get the best of two worlds. You'll first add a splash of color to your game, and be able to take Mortal Kombat on the road with you. Check out palette 1-D on your Super Game Boy.



THE LEGEND

After Liu Kang defeated all the 'combos in the first tournament, Shang Tsung was vanquished in the Outworld. Because of his defeat, Shao Kahn, supreme ruler of the Outworld, was to execute Shang Tsung. Tsung convinced Kahn to hold another tournament instead, so they could draw his adversaries into the Dark World.



MK VS MK II

Mortal Kombat vs. Mortal Kombat II. Which is the better Game Boy fighting game? Each game had it's strong points, but the final choice will have to be yours. If your favorite character was in the first game, but didn't make it to MK II, you might be disappointed, but if you're looking for the Fatality Moves, you'd better pick up a copy of Mortal Kombat II!

MORTAL KOMBAT

The original Mortal Kombat was one of the first tournament fighting



game on the Game Boy. Although the game was fun to play, the backgrounds were not very detailed, and all of the Fatality Moves had their origins.

MORTAL KOMBAT II

From the very start, it was easy to see a difference. All of the characters are detailed and well animated,



making the game easy to play. There are also two new characters to choose from. Best of all, the Fatality Moves are back!

MORTAL KOMBAT II

FAMILIAR FACES

Although Mortal Kombat II brings new characters and full rounds to the series, returning players will find the old favorites in a new light.



LIU KANG

After losing to the Shang Tsung in the first tournament, Liu Kang was banished to the Outworld. He was the first character to be banished.

Now, he is the first character to be banished from the Outworld.



SCORPION

Scorpion's return to the Mortal Kombat II tournament is a surprise. He is the first character to be banished from the Outworld.

Now, he is the first character to be banished from the Outworld.



SUB-ZERO

Sub-Zero's return to the Mortal Kombat II tournament is a surprise. He is the first character to be banished from the Outworld.

Now, he is the first character to be banished from the Outworld.



SUPER
GAME BOY
PALETTE 00

KITANA

One of Shao Kahn's personal assassins, Kitana is a powerful and dangerous foe. Her great beauty pales in comparison to

her deadly abilities. Her weapons of choice are a set of razor-sharp fans, that can cut her opponents deep. Lastly, she

has been seen with an Earth realm warrior, and Shao Kahn suspects her motives.



Kitana's most powerful attack comes when she uses her fan. To execute the Fatal Press Forward tactic, press A and B at the same time. The fan will slice at your enemies, driving them away from you. Press B six times, then the A button to devastate your opponent with Kitana's Fatal Press move.



MILEENA

Kitana's twin sister, Mileena, is also a beautiful and deadly assassin. Mileena wields a pair of Sai and can

use them with amazing speed and accuracy. Like Kitana, Mileena is a dangerous enemy: cruel, cold, and

calculating. Shao Kahn has assigned her to watch Kitana and prevent her from defecting at all costs!



Mileena's skills as a ninja help her defeat her opponents with ease. She can use the Fatal Press Kick to hit an unsuspecting foe by pressing Forward twice, then A. Pressing B six times, then B will make her roll, knocking her limbs off their feet. Mileena can throw her Sai by holding B for two seconds, then releasing it.



JAX

When his fellow soldier Soaya disappeared after the last tournament, Jax vowed to find her. His search has

pulled him into the Outworld, where he faces the toughest enemies he has ever fought.



Jax's fighting style is influenced by his military training and his moves display the value of a soldier's battle-ready soldier. Jax is not afraid to use moves that others may feel are dishonorable, if it helps him win. So, when A-Dance, press Forward three times, then B to release the A-Dance for a crushing Fatal Press!



TOASTY

When you see "Toasty" show up in the bottom corner, try to

hit Up and Start at the same time. If you move quickly enough you'll be warped back through the Gate to Earth. Once you arrive, you'll face Smoke, a ninja that controls the elements of fire!



REPTILE

The famed hidden character from the original Mortal Kombat shows up in this game as well, but this time around players can take advantage of his powers!



All the soldiers of a tribe together with additional reptilian powers make Reptile a favorite amongst MK fans. When it comes time to shake off the Fatality Moves, press Back, Back, Down and B for a tasty crack.



SHANG TSUNG

After losing out to the assault of Lin Kuei, Shang Tsung must defeat all the combatants in this tournament. In

the Outworld, Shang Tsung's powers are stronger, improving his chances of success.



Shang Tsung's incredible powers include the ability to transform into any one he has faced. Use his immense skill to change into any other fighter. While you are morphed, you can use any of that character's moves.



If you continue to morph throughout your battle, you can keep the competition guessing. Every player has his or her own weakness, so change into characters that your opponent has a trouble beating.

SHAO KAHN

The master of this evil tournament is the mighty Shao Kahn himself. He stands above all the other fighters, and he alone awaits your challenge.



When the mighty Shao Kahn, with his lightning powers, is the one who's taking the beating, you'll really be in a sticky situation.

MORTAL KOMBAT II

NEW MOVES

Although these characters appear like the same old players, all of them have been revamped. Check out some of their hot new attacks and Finishing Moves!

LUI LANG

Long has been the legend surrounding Lui, a fighter for hire, assassin, thief, assassin & more! Now, as Scorpion, he's back with a vengeance. His opponent's life hangs in the balance. He'll show them how to press Forward, Back, Back, then A.



SCORPION

Scorpion still has his trusty Scorpion Throw, but he also brings a few new moves into the ring. If someone jumps at him, he can jump into the air and press Start to throw his opponent to the ground. His Fatality is activated by pressing Start, then Up, Up and B.



SUB-ZERO

Sub-Zero's Ice Storm Attack can be modified to take your enemies into another world. Press Down, Back, then A to freeze the ground; however, you and your foe are frozen. To use Sub-Zero's Finishing Move, press Forward, Forward, Down, with the Forward, Down, Forward, Forward, B.



YOGGIES

GOLD RUSH

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HEEY BOO BOO!

A PIC-A-NIC BASKET!

That bumbin' bear is back, getting his paws on every picnic basket he can find. See if you're smarter than the average bear and help Yogi grab coons and picnic baskets as he searches for Jellystone Park's missing gold bars.



Yogi gets anywhere a picnic basket goes. His stomach takes you and him through six the perilous stages!



When an enemy like the poisonous machine comes your way, jump on its head for a quick ten points.



SAFER
GAME BOY

PALETTE 3D

Secret ways take you to bonus stages for quick cash!



A secret prison makes Yogi float like a balloon and helps you find extra bonuses.

STAGE
1

JELLYSTONE PARK

The game begins in Yogi's beloved Jellystone Park. Take Yogi through the trees, over logs, and

even underground, but watch for enemies—just like picnic baskets, they're everywhere!

AREA 1

HIDDEN
PLATFORMS

Right after an uphill battle with a bountiful snake, make well-timed jumps to uncover hidden Yogi blocks. Follow them up to find a secret Power Apple and gain some valuable energy.

AREA 3

MID-MORNING
SNACK

As you near the end of Level 3, head left instead of right to discover a hidden passage and strong picnic baskets to satisfy even Yogi's big appetite—for a while, anyway!

AREA 4

1-UP
RACK UP!

Before leaving and earning a gold bar, uncover hidden Yogi blocks and follow them to the clouds and a 1-Up.

Just above the waterfall, find another 1-Up. Let Yogi fall and do it again to rack up lives!

AREA 2

THROUGH THE HILLSIDE



Though an arrow points the way to the next area, Yogi can find a secret passage to the right. It takes him to a Power Apple, a 1-Up, and even a few baskets!

STAGE
2

AMONG THE CLOUDS

After Yogi cleans out Jellystone, search for more treasures goes airborne. Only Yogi Bear could

find picnic baskets among the clouds! But keep cool—it's a long way down!

AREA 1

BONUS



Below the diamond cloud is a secret wavy zone. Look for the 1-Up and a picnic that sends Yogi to new heights!

AREA 2

EXIT

Timing is everything with the swaying mirrored clouds. Jump with care to find a well-deserved Power Apple for some extra fuel!



STAGE
3

ACROSS THE SEA

Stage 3 brings Yogi down from the clouds and onto the treacherous seas! Take Yogi across the deck of a pirate ship, past the nasty tentacles of a wily octopus, and over the smoking barrels of blasting cannons! But don't go too fast. Secret treasures lie in the strangest places!

AREA 1

SHIPMATES



The crew octopus has a nasty leap, and the sinister shark slithers on deck. A double jump will show them!



BOMBS AWAY!



Jump on cannons to escape enemies, but when you see those silver watch out!

START



AREA 2

SHARK ATTACK!



When a shark leaps by, jump to the attack, then bounce right back onto a passing log.



LOG ROLLING



As you hurtle by, slip off and log snatch a hookset, and drop safely to the log below.

START



AREA 3

PIRATE'S CACHE!



A secret passage in the ship! Jump on particles along the way as you'll fall through the floor!

START



BONUS DROP



As you ride the logs across deadly water, drop off between the marks to find a hidden bonus room.

FINISH

AREA 4

BOSS MAN

This Boss is no pushover. He flies, disappears and shoots cannon balls, but careful strategy can get you past this bothersome beast!



The boss remains still for a second, but when he starts flailing, get ready to jump!

When the boss floats to the top of the screen, he can't touch Yogi, but he won't stay there.



From this position, the boss fires three cannon balls. Jump to a nearby cloud for safety.



To defeat the boss, jump as far back when he stops flailing. Keep at it until his power is gone.

SMOOTH SAILING

When the coast is clear, keep collecting valuable pirate booty.



When a shark comes by, don't panic. Stay on one log and twist to stay safe!



MORE YOGI FUN

Yogi's not done yet. There are still three more gold bars to collect. And watch for Yogi's pal Boo Boo to help you out!

STAGE 4



Yogi likes the city streets in town, but keep your balls, boots, shirt and coat on your back.

STAGE 5



Crash through the maze of ships with Yogi. Make sure that the right match is cut.

STAGE 6

Back where ground, jump to cross any bridge poles to make way through the final stage!



BONUS ROOM



After two portraits you'll find a way and the pirate's treasure.



After the map, head right for a Power Apple, then go down to the lower level to exit.

FINISH

TOUCHDOWN IN DALLAS

WITH **TROY AIKMAN**

GRAND PRIZE

BE TROY'S HONORARY CADDY AT THE ANNUAL TROY AIKMAN FOUNDATION CELEBRITY GOLF TOURNAMENT IN DALLAS

SEE NFL STARS TEE OFF FOR CHARITY

TAKE HOME AN AUTOGRAPHED JERSEY --#8, OF COURSE



TOP IT ALL OFF WITH TROY AIKMAN NFL FOOTBALL FOR YOUR SUPER NES FROM WILLIAMS ENTERTAINMENT



PLA

CONTEST

Please answer the following questions on the postcard provided below, then enter our Player's Poll Contest by sending it in!

A. Please indicate, in order of preference, your five favorite Super NES games.

B. Please indicate, in order of preference, your five favorite Game Boy games.

C. Please indicate, in order of preference, your five favorite NES games.

D. How old are you?

1. Under 6 3. 12-14 5. 18-24
2. 6-11 4. 15-17 6. 25 or older

E. Sex

1. Male 2. Female

F. Do you ever use a computer at home, school or work?

1. Yes
2. No

G. What kind of computer do you normally use?

1. IBM PC or a PC clone
2. Apple Macintosh
3. Other
4. I don't use a computer

H. Which of the following on-line computer services do you use most often?

1. Prodigy
2. CompuServe
3. Delphi
4. America Online
5. Internet
6. Other
7. I don't use an on-line computer service

Trivia Question: What is the monkey's name in Donkey Kong Country?

Answers to the Player's Poll - Volume 65

Name _____ Tel. _____

Address _____

City _____ State/Prov. _____ Zip/Postal _____

Membership Number _____ Age _____

A. Indicate numbers from 1-106 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

B. Indicate numbers 107-171 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

C. Indicate numbers 172-222 (from the list on the back of the card) 1. _____ 2. _____ 3. _____ 4. _____ 5. _____

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G.
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H.
1 2 3 4 5 6 7

Trivia Answer _____

Plus... GET POWER TO BURN WITH BACK ISSUES AND TIP BOOKS!

Did you know that you can get back issues of **Nintendo Power**? Or special Tip Books designed to make you a Power Animal? Well, you can! Just fill out the other side of this card.

So what are you waiting for? Fill it out. Detach it. Mail it. Here's the address:

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Redmond, WA 98073-9732

Super NES Games

- | | |
|-------------------|---------------------------|
| 1. <i>Walden</i> | 2. <i>The Nightingale</i> |
| 3. <i>Walden</i> | 4. <i>Walden</i> |
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Garage Boys Garage

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- 1078 *Alphabet*
- 1079 *Alphabet: The Alphabetical Alphabet*
- 1080 *Alphabetical*
- 1081 *Alphabetical: The Alphabetical Alphabet*
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- 1096 *Alphabetical: The Alphabetical Alphabet*
- 1097 *Alphabetical: The Alphabetical Alphabet*
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2106-07	Volume 100,000	\$1.00		\$100,000
2107-08	Volume 100,000	\$1.00		\$100,000
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2109-10	Volume 100,000	\$1.00		\$100,000
2110-11	Volume 100,000	\$1.00		\$100,000
2111-12	Volume 100,000	\$1.00		\$100,000
2112-13	Volume 100,000	\$1.00		\$100,000
2113-14	Volume 100,000	\$1.00		\$100,000
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2169-70	Volume 100,000	\$1.00		\$100,000
2170-71	Volume 100,000	\$1.00		\$100,000
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2180-81	Volume 100,000	\$1.00		\$100,000
2181-82	Volume 100,000	\$1.00		\$100,000
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2185-86	Volume 100,000	\$1.00		\$100,000
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2187-88	Volume 100,000	\$1.00		\$100,000
2188-89	Volume 100,000	\$1.00		\$100,000
2189-90	Volume 100,000	\$1.00		\$100,000
2190-91	Volume 100,000	\$1.00		\$100,000
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PLAYERS POLL CONTEST

SECOND PRIZE

5 winners



Autographed replicas of
TROY AIKMAN'S DALLAS COWBOYS football jersey!

AND

TROY AIKMAN NFL Football for your SUPER NES from WILLIAMS ENTERTAINMENT



THIRD PRIZE

50 winners



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Be part of the team!

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To enter, either fill out the Player's Poll response card or print your name, address, telephone number, Vol. 65, and the answer to the trivia question on a plain 3 1/2" x 5" card. Mail your entry to this address:

**NINTENDO POWER
PLAYER'S POLL VOL. 65
P.O. BOX 97082
Redmond, WA 98073-0762**

One entry per person, please. All entries must be postmarked no later than November 1, 1994. We are not responsible for lost or misdirected mail.

On or about November 15, 1994, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisement or promotion on behalf of "Nintendo Power" magazine or Nintendo of America Inc. (NOA) without further compensation. Prizes are limited to one per

household.

Chances of winning are determined by the total number of entries received. The odds of prizes to entry ratio distributed is 56:1,000,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, which will be available after November 31, 1994, send your request to the address above.

GRAND PRIZE: NOA will provide air travel and accommodations for the winner and one guest. If under 18, the winner must be accompanied by a parent or guardian. The winner must also provide a written release to NOA. Estimated value of the trip is \$5,000. Exact date of the trip is subject to determination by NOA. Some restrictions apply. Void where prohibited by law. Not open to employees of Nintendo of America, its affiliates, agencies or immediate families. This contest is subject to all federal, state and local laws and regulations.



PLAYERS POLL CONTEST

TOP 20



OCTOBER 1994



The big news this month is *Super Street Fighter II*. It has jumped to the top of the charts in four short months. That's not bad when you figure that this game wasn't even on the Top 20 charts last month. This game should be around for a long time to come.

SUPER NES

1 19,271
POINTS
4 MONTHS

SUPER STREET FIGHTER II



New characters and new moves help make this game a winner. Give it a swing!

2 18,745
POINTS
7 MONTHS

KEN GRIFFEY JR. PRESENTS MLB



The ball is still flying out of the park in the hottest baseball game around. Check out this World Series.

3 16,988
POINTS
6 MONTHS

SUPER METROID



Samus can't be beat when she sets her mind to a mission. Just ask the Mother Brain!

4 NBA JAM
16,529
POINTS

When you set up the best pro players in the hottest two-on-two game around, you're bound to get some jammin'.

5 10,380
POINTS

THE LEGEND OF ZELDA: A LINK TO THE PAST

Link is still fighting off the competition as he works his way to the Triforce.

6 7,923
POINTS

FIFA INTERNATIONAL SOCCER

7 5,090
POINTS

MORTAL KOMBAT II

8 5,717
POINTS

SUPER MARIO KART

9 5,174
POINTS

MEGA MAN X

10 4,936
POINTS

STUNT RACE FX

11 4,840
POINTS

MORTAL KOMBAT

12 4,328
POINTS

SECRET OF MANA

13 3,622
POINTS

STAR FOX

14 3,094
POINTS

SIM CITY

15 2,891
POINTS

DISNEY'S ALADDIN

16 2,780
POINTS

NHL STANLEY CUP

17 2,630
POINTS

SUPER MARIO ALL STARS

18 2,485
POINTS

MADDEN NFL '94

19 2,477
POINTS

FINAL FANTASY II

20 2,424
POINTS

ILLUSION OF GAIA

GAME BOY

1 18,330
POINTS

5 MONTHS

DONKEY KONG



This is one big ape that just doesn't know when to quit. He's hot on Game Boy and headed to the Super NES!

2 17,162
POINTS

8 MONTHS

WARIO LAND: SUPER MARIO LAND 3



Greed is good when you're bad like Wario. Find all of the treasure you can, or the pirates may get it first.

3 16,474
POINTS

18 MONTHS

THE LEGEND OF ZELDA: LINK'S AWAKENING



Here is one Game Boy adventure that the Players just can put down. Try it and you'll see why.

4 12,046
POINTS

SUPER MARIO LAND 2: 6 GOLDEN COINS

Wario's debut performance is as the villain in Mario's second Game Boy adventure.

5 9,949
POINTS

KIRBY'S DREAM LAND

King Dedede is one mean monster, but he's no match for everyone's favorite windbag.

6 9,429
POINTS

TETRIS

7 7,862
POINTS

SUPER MARIO LAND

8 7,194
POINTS

METROID II: RETURN OF SAMUS

9 6,670
POINTS

MORTAL KOMBAT

10 6,123
POINTS

F-1 RACE

11 6,080
POINTS

JURASSIC PARK

12 4,978
POINTS

KIRBY'S PINBALL LAND

13 4,935
POINTS

MEGA MAN X

14 4,709
POINTS

GOLF

15 3,849
POINTS

DR. MARIO

16 3,731
POINTS

FACEBALL 2000

17 3,347
POINTS

TETRIS 2

18 3,176
POINTS

BLACK BASS LURE FISHING

19 2,974
POINTS

TMNT: FALL OF THE FOOT CLAN

20 2,752
POINTS

BASEBALL

NES

1 14,738
POINTS

73 MONTHS

THE LEGEND OF ZELDA



When your first game is as good as this one, you're bound to be as popular as Link.

2 12,622
POINTS

46 MONTHS

DR. MARIO



The doctor is still in, and he's got the cure for what ails you!

3 11,644
POINTS

8 MONTHS

MEGA MAN X



The blue bomber is back and he's ready to take on the powers of evil. If you haven't played it, grab it while you can!

4 10,549
POINTS

METROID

Samus beat the Mother Brain on her first visit to Zebes, and the rest is history.

5 9,417
POINTS

SUPER MARIO BROS. III

Mario's biggest NES adventure is still getting the Player vote.

6 9,368
POINTS

NES OPEN TOURNAMENT GOLF

7 8,375
POINTS

TETRIS 2

8 7,554
POINTS

BASEBALL STARS

9 7,026
POINTS

TETRIS 2

10 5,752
POINTS

FINAL FANTASY

11 5,700
POINTS

KIRBY'S ADVENTURE

12 5,349
POINTS

ZELDA II: THE ADVENTURE OF LINK

13 5,085
POINTS

MEGA MAN X

14 4,791
POINTS

TMNT III: THE MANHATTAN PROJECT

15 4,588
POINTS

TECMO SUPER BOWL

16 4,308
POINTS

DRAGON WARRIOR IX

17 4,060
POINTS

YOSHI'S COOKIE

18 3,847
POINTS

ZODIA'S REVENGE: STAR TROPICS II

19 3,639
POINTS

MONOPOLY

20 3,636
POINTS

CRYSTALIS

NOVEMBER PLAYING

LOOK FOR THESE RELEASES SOON

ILLUSION OF GAIA

Company.....Nintendo
Suggested Retail Price.....\$69.95
Release Date.....September 1994
Memory Size.....16 Megabits
Game Type.....Adventure for one player

In the age of exploration, one youth with special powers is chosen to save the world from an approaching evil. Will must leave his hometown and friends to search for his father who was lost on an expedition to the Tower of Babel. Will's journey takes him around the globe to the ancient ruins of the Incas, Egyptians and the lost civilization of Mu. In this Zelda-like adventure, Will can also transform into two legendary heroes—Freddan and Shadow. There are puzzles, battles, telekinetic magic, monsters everywhere and companions who appear when they are most needed. The story may be the most ambitious of any video game to date. Enter the world of Gaia this month in the first complete look at the game.



Great graphics, fun story, great variety of game play and lots of depth. The best adventure game of the year. An exclusive Nintendo Power Explorer's Guide comes with the game.

More linear than Zelda games, but the plot is more involved, as well. Players will want even more.

SUPER PUNCH-OUT!!

Company.....Nintendo
Suggested Retail Price.....\$59.95
Release Date.....October 1994
Memory Size.....16 Megabits
Game Type.....Arcade-style boxing for one player

The Punch-Out!! story began years ago in the arcade, moved to the NES, and now is appearing on the Super NES. This 16-boxer tournament features old favorites and new challengers, plus an improved player view. The old wire-frame view has been replaced by solid characters, and your boxing character is semi-transparent, giving you a full view of your opponent. What you can't see from screen shots alone is the challenge factor. The first round, as always, is pretty much a warm-up, but after that the game gets brutal and wild with opponents like Dragon Chan or Bear Hugger chopping up contenders like a veggie-matic. The game has battery-backed memory, which makes getting through the three tournament levels more fun since you can proceed at your own pace.



Excellent challenge and graphics. Battery backed-up memory. A classic with a new look and lots of new characters. Much improved over the arcade version.

Your fighter is still limited to a single position in the ring. May be more challenge than some players are looking for.

SPIDER-MAN & VENOM: MAXIMUM CARNAGE

Company.....Activision
Suggested Retail Price.....\$74.95
Release Date.....September 1994
Memory Size.....16 Megabits
Game Type.....Comic action for one player

One of the great Spider-Man comic series, Maximum Carnage, has been adapted for the Super NES for a wild, action experience. The story involves arch nemesis Carnage, and you can play as either Spider-Man or Venom. Depending on your hero, your path through the game will vary, although the final confrontation with Carnage looms ahead no matter which route you take. The game also features Dagger, Black Cat, Cloak, Firestar, Captain America, Iron Fist, Deathlok, Shriek, Doppelganger and Carnage, among other super characters. The music features an original sound track by Green Jelly. One of the problems with past Spider-Man games has been difficult control of the web-shooters and swinging or climbing actions. The actions feel more natural in this game, which goes a long way in making it more fun to play. In keeping with the spirit of comic book collectible editions, the first shipment of this game will come in an exclusive red Game Pak, the first ever for the Super NES. Don't miss this month's review.



Excellent graphics and story. Special collector's edition. Great sound and varied play.

An uneven challenge. Straight street fighting sections are too easy while other areas provide better challenge and more interesting play.

MIGHTY MORPHIN POWER RANGERS

Company.....Bandai
Suggested Retail Price.....Not Available
Release Date.....October 1994
Memory Size.....16 Megabits
Game Type.....Comic action for one player

The Power Rangers have arrived on the Super NES and Rita Repulsa had better start worrying because about a million players are going to be coming after her very soon. Not only will they be hunting her down through a wide assortment of stages, each Power Ranger character will also be armed with special moves and attacks that make this one of the more varied action games around, and that should keep Rita shivering in her boots. Even better for action fans is the fact that the play control is responsive no matter what type of move you are making for an almost Ninja Gaiden type feel. Older gamers shouldn't think this game is beneath them, although it's not the ultimate challenge. Tune in to this month's review for an in-depth look.



Excellent graphics and game play. Fast action and lots of movements. Any of the four Power Rangers can be used in any stage for great variety.

The game starts off slowly, so give it some time.

FINAL FANTASY III

Company.....Square
Suggested Retail Price.....Not Available
Release Date.....October 1994
Memory Size.....24 Megabits
Game Type.....RPG for one player

It's the biggest RPG of all-time with so much story and variations of play that fans may become lost in the world for months at a time, so make sure you stock up on chow before plunging in the game. The story mixes magic and technology like all Final Fantasy stories, but much of the added punch comes from greatly improved graphics and sound. Parties of up to four characters must foil the Empire—not a particularly inventive plot—but there are countless twists and turns along the way. Another major bonus for RPG fanatics are the many side-trips that can be taken. Many of these sequences won't help you win the game directly, but they expand the play and the world to a whole new dimension. Due to the size of this monster Pak, Power is dedicating three in-depth reviews plus a Player's Guide available separately at your video game retailer for the best coverage anywhere.



A big game that will take at least 100 hours to complete. Bristly backed-up memory with three slots. Lots to see and do.

Story is often sappy—not written for an American audience. Animations are weak and animated sequences take too long.

PAC MAN 2: THE NEW ADVENTURES

Company.....Namco
Suggested Retail Price.....\$59.95
Release Date.....October 1994
Memory Size.....12 Megabits
Game Type.....Unique adventure puzzle for one player

This is Pac Man like you've never seen him before. The mouth that soared to arcade popularity in the early eighties has returned with an actual personality. To play this game you have to think of Pac Man as a real person. Your job is to make him notice things and perform actions. The only means of doing this at your disposal is a sling shot. So you

shoot stuff to make Pac Man react. The only problem is that Pac Man is an idiot. Lovable, yes. Smart, yeah, like a rock! But it's almost as fun watching the wonderfully animated Pac Fool bumble about as it is to get him to solve a puzzle correctly. Of course, if there's a real emergency, he can turn into Super Pac Man and soar above the danger. In the game there are four stages of increasingly complex adventure puzzles to solve. You'll wish there were more. If you are curious about just how human a video character can be, tune to this month's Power review.



One of the most unique games to appear in years. A whole new style of play. Excellent graphics and animation. Mr. Pac Man and Baby Pac Man also included.

Hard-as-steel style of play can be frustrating since you never directly control PM and he has the intelligence of a sign post.

BRAIN LORD

Company.....Enix
Suggested Retail Price.....Not Available
Release Date.....October 1994
Memory Size.....12 Megabits
Game Type.....adventure for one player

An epic battle in a lost age sets the stage for your transformation into Renner, the son of the last Dragon Warrior, who must find the great dragons which alone can oppose their evil enemy. Enix's Brain Lord encompasses a land full of magic and monsters, but this is no slow-moving traditional RPG. You'll be in control of your character as he solves puzzles and fights foes. The view angle may be steeper than in Zeld or Mass, but the feeling is similar. Puzzles involve manipulating objects and using logic. You'll also meet companion characters and use magic in your quest.



Tough, challenging and engaging. Battery backed-up memory. Adventure and RPG fans should love it.

Overhead view isn't as attractive as Zeld or Mass and not as good for combat.

WILD GUNS

Company.....Natsume
Suggested Retail Price.....\$69.95
Release Date.....October 1994
Memory Size.....8 Megabits
Game Type.....Old west shooting action for one or two players

It's high noon in the Old West and some thievin' varmints are making a racket in town. Don't get riled, just get your

six shooter and start blasting away. Wild Guns lets you shoot up the town to your heart's content along the lines of Lethal Enforcer, but in this game you also have control of your gun slinging character on screen so you can dodge bullets and everything else those yellow-bellied swine hurl in your direction. It's fun, fast action that utilizes regular controllers But not the Super Scope.



Good graphics and control. Both male and female horses are available.

Not as much challenge as some shooting games.

VIRTUAL BART

Company.....Acclaim
Suggested Retail Price.....\$69.95
Release Date.....October 1994
Memory Size.....16 Megabits
Game Type.....Action for one player

When Bart Simpson straps on a virtual reality visor, reality takes a holiday and Bart virtually winds up as a side of bacon. The concept of Acclaim's comic-action game is to put you in control of Bart in some wild scenarios including Bart as a dinosaur, Bart as a pig, Bart as a Mad Max-like biker, Bart as a tomato-throwing hoodlum, Bart as an acrobatic baby and so on. You spin a wheel and enter the world that comes up. The perspectives vary from the behind-Bart water-park slide to the side-scrolling pig and dinosaur stages to the race into the screen view of the post-nuke virtual world. The variety alone may keep you engaged.



Excellent Simpsonsque graphics. It looks and sounds like the show. A fun idea, and some of the areas are fun.

Many areas suffer from awkward play control and unclear goals.

BUBSY II

Company.....Accolade
Suggested Retail Price.....\$69.95
Release Date.....October 1994
Memory Size.....16 Megabits
Game Type.....Action for one player

Bubsy the bobcat returns for his second adventure, in the many worlds of the Amazonium as he tries to find his twin niece and nephew. Fans of the original Bubsy will find the best elements of that game plus many improvements, in both play control and graphics. Bubsy II includes traditional platform stages, shooter stages and bonus stages.

for a wide variety of play. In the Amazonium, you choose which areas to explore and when you want to explore them. Some of the areas Babsy must visit include Egypt, Outer Space, a Medieval Castle and a bi-plane shooter. Warp zones and secrets are hidden throughout the worlds. In addition to the action worlds of the Amazonium, you'll have to score in six mini-bonus games. But the biggest improvement in Babsy II is in the amount of wacky animation and the wonderful pig characters headed by Onker P. Spamitt.



Excellent animation. More interesting and varied game play than the original. Good sound and play control.

Babsy's clever gag-lines get old quickly. Uneven stages—some great and some edging toward the tedious. Some stages offer little challenge.

ULTIMA: RUNES OF VIRTUE II

Company.....FCI
Suggested Retail Price.....Not Available
Release Date.....October 1994
Memory Size.....8 Megabits
Game Type.....RPG adventure for one player

Fans of the excellent Game Boy title will recognize the areas, plot and even the dialogue of the original game, but the graphics clearly don't belong on the smaller system. The steep overhead view is typical of Origin's games and, although awkward in comparison to a Gai or Zelda view, it still gives players a good feeling of exploring a vast world, and this world is nothing if not vast. You'll leave Lord British's castle and head out to battle monsters and recover the nobles who have been kidnapped. Along the way you'll pick up items, search for Virtues, talk to lots of folks and hone your battle skills.



Good depth and an interesting story. Lots of exploring, items and puzzles. Good sound. More of an adventure than an RPG. Batsyri backed-up memory.

Poor play control makes playing this game a chore rather than the pleasure it should be. Overhead perspective is awkward.

YOGI BEAR

Company.....Cybersoft
Suggested Retail Price.....\$44.95
Release Date.....October 1994
Memory Size.....8 Megabits
Game Type.....Cartoon action for one bear

According to Gametek/Cybersoft, 1995 will be the Year of Yogi. If so, they're getting an early start with this Super NES platform game. The famous bear from Jellystone Park bounces along collecting picnic baskets in the best tradition of Jellystone quadrupeds. But this is a bear who loves to jump. He jumps on cute forest foes and he jumps on picnic baskets and he jumps over obstacles. It seems that Yogi is practicing for the Atlanta Olympics. But the real reason he's so worked up in the game is that some dastardly fiends are building a chemical plant in Jellystone Park and only Yogi can warn Ranger Smith. As Yogi's mission of environmental responsibility continues through five levels, he finds himself riding mines cars and splashing through Jellystone Lake.



Pretty graphics and nice music should appeal to a younger audience or parents who object to violence. (This is an exceptionally non-violent game.) Although Yogi doesn't break any new ground, it's a well-done platform game.

Little variety and a modest challenge.

KID KLOWN IN CRAZY CHASE

Company.....Kemco
Suggested Retail Price.....Not Available
Release Date.....October 1994
Memory Size.....8 Megabits
Game Type.....Action for one player

Princess Honey of Klow Planet has been spacnapped by the bumbling badguy, Blackjack. Kid Klow, the klutziest kook in the kingdom, is sent out to save her. So begins Kid Klow's comic capers. The unique perspective of Kid Klow shows our humble hero running toward you at an angle out of the screen. He is beset by traps and obstacles for the entire length of the course and when he fails to avoid a trap, the comic consequences are shown with some great pratfall animations. Kid must wobble, trip and nose dive through five levels, plus extra bonus levels, collecting icons based on playing card suits, coins and keys in order to progress. All the while he'll be dodging flying axes, exploding bombs and blasting water mains just to name a few obstacles.



Fun slapstick animation and graphics. An interesting new perspective.

Control can be awkward at first. The theme is pretty young, but older gamers will also enjoy a quick run through.

FATAL FURY SPECIAL

Company	Takara
Suggested Retail Price	Not Available
Release Date	October 1994
Memory Size	24 Megabits
Game Type	Tournament fighting for one or two players

Another well-done Fatal Fury game from Takara will be good news to die-hard fighting fans. Fatal Fury Special combines good sound and graphics plus the added ability to move dimensionally in the fighting arena as well as sideways. The Countdown option tests your speed for taking out opponents. The quicker you put them down, the more points you'll earn. Options include difficulty level, controller configuration, game time up to infinite and stereo or surround sound. Choose from 15 wild fighting characters each with super attacks like Terry Bogard's Power Geyser and Chang Sazan's Super Napalm.



+ Good graphics and play. More options than Fatal Fury II. The best Fatal Fury to date.

- Control has been tightened up, making completion of combinations more difficult. Less forgiving than other Fatal Furies. Die-hard fight fans are the only ones who will have the patience to master this one.

MEGA MAN X

Company	Capcom
Suggested Retail Price	Not Available
Release Date	October 1994
Memory Size	4 Megabits
Game Type	Super Game Boy action for one player

Mega Man rides again, this time when cosmic forces threaten Earth with destruction. Capcom learned the potential of the Super Game Boy fast and made the best of it with a great color palette and background screens. And as for the game, it is vintage Mega Man. Dr. Light provides you with a new robotic friend—Tango the megalomaniac. You'll also have a new weapon. The Mega Arm fires like a missile but you can power it up for greater impact. Power takes the first in-depth look at this mighty marm in this issue.



+ Excellent action play with good use of Super Game Boy graphics. Graphics also look sharp on the regular Game Boy.

- The game doesn't seem long enough, especially when you sit down with the Super Game Boy and cruise.

MORTAL KOMBAT II

Company	Acclaim
Suggested Retail Price	\$34.95
Release Date	September 1994
Memory Size	2 Megabits
Game Type	Tournament fighting for one player

At home or on the road the tournament must go on. MK II for Game Boy contains eight of the regular characters from the arcade game and many of the moves including fatalities, babalines and friendship moves. Although this game wasn't designed specifically to take advantage of the Super NES, it looks particularly cool in color, especially with red, go figure. As for the play, it's responsive and varied. It's not quite the arcade experience, but it is a challenge. For pro tips on conquering in Kombat, turn to this month's Power review.



+ Excellent action and graphics. A definite improvement over the original Game Boy version. Better background. Better play control.

- No two-player option. No Super Game Boy backgrounds or screen colors. (The game does look good on SGB.) Some of the fatalities and other moves were not included.

YOGI BEAR'S GOLD RUSH

Company	Gornetek
Suggested Retail Price	\$34.95
Release Date	October 1994
Memory Size	1 Megabit
Game Type	Cartoon action for one player



Yogi debuts on the Game Boy as well as on the Super NES in an entirely new game. Yogi Bear's Gold Rush may actually be more interesting for many gamers as the action includes greater variety and fewer picnic baskets than the Super NES game. Cowboy ghost Jake has stolen all the Park's money and Yogi must retrieve it from 12 safes in six stages. Get some help from this month's issue.

+ Good graphics and varied game play. A simple concept but fun.

- Not as much Jellystone humor as fans might want or expect.

INTERACTIVE DIGITAL SOFTWARE ASSOCIATION

Starting this holiday season, Nintendo, its third party license companies, and all video game companies will begin providing ratings with new video games. The five categories indicate the appropriate age for players and will be included on

packages of new products. Previously released games won't require a rating by the independent ratings board of the Interactive Digital Software Association (IDSA). You can call IDSA toll-free at 1-800-771-3772 for more information.

THE CATEGORIES:



Early Childhood-Suitable for players age 3 years and above (Gerber meets Barney)



Kids to Adults-Suitable for all players 6 years and above (Mild violence, Koopa stomping)



Teen-Suitable for players 13 years and above (May contain graphic violence without realism, cussing and gambling.)



Mature-Suitable for players 17 years and above (Stronger content than Teen standards plus gore/gore!)



Adults Only-Suitable for players 18 years and above (Sex, drugs, profanity and post worship)

SUPER NES TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
G	P	C	T				
BRAIN LORD	ENIX	1P/BATT	3.6	3.1	3.6	3.8	RPG/ADVENTURE
BUBSY II	ACCOLADE	2P-S	3.7	2.9	3.3	3.1	ACTION
FATAL FURY SPECIAL	TAKARA	2P-S	3.5	3.2	3.3	3.2	TOURNAMENT FIGHTER
FINAL FANTASY III	SQUARE	1P/BATT	3.9	3.1	3.9	4.0	RPG
ILLUSION OF GAIA	NINTENDO	1P-BATT	3.8	3.2	3.8	3.9	ADVENTURE
KID KLOWN IN CRAZY CHASE	KEMCO	1P	3.6	3.1	3.4	3.4	ACTION
MARIO'S EARLY YEARS: TEN WITH LUTHERY	MINDSCAPE	1P	3.2	2.2	3.3	3.1	EDUTAINMENT
MIGHTY MORPHIN POWER RANGERS	BANDAI	1P/PASS	3.5	3.5	2.9	3.0	ACTION
PAC MAN 2: THE NEW ADVENTURES	NAMCO	1P/PASS	3.8	3.1	3.6	3.8	ADVENTURE
SPIDER-MAN & VENOM: MAXIMUM CARNAGE	LIN	1P	3.6	3.6	3.3	3.3	ACTION
SUPER PUNCH-OUT!!	NINTENDO	1P/BATT	3.9	3.6	4.1	3.6	BOXING
ULTIMA: RUINS OF VIRTUE II	FCI	1P/BATT	2.8	2.5	2.8	2.0	RPG/ADVENTURE
VIRTUAL BART	ACCLAIM	1P	3.5	2.6	2.9	3.1	ACTION
WILD GUNS	NATSUME	2P-S	3.4	3.1	3.4	3.1	SHOOTER
YOGI BEAR'S GOLD RUSH	CYBERSOFT	1P	3.9	3.4	3.2	3.3	ACTION

GAME BOY TITLE	COMPANY	PLAY INFO	POWER METER RATINGS				GAME TYPE
G	P	C	T				
MEGA MAN X	CAPCOM	1P/PASS	4.1	3.4	3.9	3.6	ACTION
MORTAL KOMBAT II	LIN	1P	3.3	3.3	3.0	3.1	TOURNAMENT FIGHTER
YOGI BEAR'S GOLD RUSH	GAMETEK	1P	3.1	3.4	2.9	2.9	ACTION

CHART KEY

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

PLAY INFO

Games are made to be played with as many as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS

S = SIMULTANEOUS

A = ALTERNATING

BATT = BATTERY

PASS = PASSWORD

POWER METER

The Pros at Nintendo HQ rate each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND

P = PLAY CONTROL

C = CHALLENGE

T = THEME AND FUN

P



A LOOK INTO THE GAMES OF THE FUTURE

AK WATCH



DEMON'S CREST

CAPCOM

If your Pak Demons had to vote on a diabolical adventure of the year, Capcom's *Demon's Crest* would win the Golden Pentacle wings down. In this adventure, Firebrand the gargoyle has lost the six elemental crests that control the fate of both the Demon World and the Human World. His arch enemy, Phalanx, has taken the powerful icons and scattered them over the Demon World. Now Firebrand has recovered from the

fierce battle and must seek out the missing crests. You play the part of Firebrand as he tracks down the crests across the vast realm of Demons. Veterans of such games as *Castlevania II* (for the NES) and *ActRaiser* will feel right at home, but *Demon's Crest* has better graphics, play, challenge and everything else than those two classics. Capcom outdid themselves in putting *Demon's Crest* on the Super NES, utilizing the Mode 7 graphics features to render Firebrand's flights across the Demon World map, creating haunting sound effects and music to chill your blood, and painting terrifying monsters with which to do battle. Nothing was left out. In the game, Firebrand flies, climbs and jumps. He morphs into different demon forms, uses spells and potions, visits Demon Towns to gather information and items and

explores the vastness of the Demon World. In the action stages, Firebrand is challenged by a host of evil beings, all of whom believe he (not Phalanx) is the real threat. Some of these creatures are your standard ghouls, but he prepared for an army of mini-bosses and oversized antagonists. A game of this scope can't be conquered in one sitting, so the password comes in very handy. Look for *Demon's Crest* by December.





BRUTAL: PAWS OF FURY

GAMETEK

On the fighter side of the street, fighting games come in many shapes and sizes, but none are quite as friendly as Brutal: Paws of Fury from Gametek. User-friendly that is. Big characters. Fun animation. Special moves that you learn along the way. If you're tired of tough oriental guys and ugly Americans battling each other to a pulp, try these cool animals with their comic moves. In spite of the name, Brutal seems aimed at a younger audience than the diehard Street

Fighter II and MK II minions. It's not because the characters are cute or fuzzy. Cuddle Ivan and you'll get more than a bear hug. But the sim-

plicity of the fighting when you begin makes it suitable for less experienced players. Brutal should arrive in November.



SUPER RETURN OF THE JEDI

JVC

The Empire is back with another Death Star and Luke Skywalker and friends realize that once again they must battle impossible odds to save the Rebellion and the galaxy. JVC and Lucasarts Entertainment have teamed up with Sculptured Software one more time to create the final game in the trilogy that traces the events from the

classic sci-fi movies. Super Jedi has more of everything than fans have come to expect from this series—more Mode 7, 3-D driving action, more characters to play, greater variety of stages, more sound and graphics that take on almost cinematic proportions. From the deserts of Tatooine and Jabba's Palace to the forest moon of

Endor, Super Jedi has the force. It also has about as much challenge as any action game and a password system to save your place so you don't have to be a total masochist to play. Now that the trilogy is done, this Pak Womp Rat can only hope that George starts making more movies...and word is that the next trilogy is in the works.



MICKEY MANIA

SONY

Mickey goes back to his roots in this spectacular animation tour de force from Sony Imagesoft. After CES, this Pak Watcher was impressed by the results of combining Disney's artists with Sony's game gurus. But now that the game is finished, the play delivers just as much as the graphics for challenging, fun, platform action. From haunted houses to giant bean stalks, Mickey has quite a challenge ahead. Most stages are in the traditional side scrolling perspective, but there are variations like the moose chase in which you see the action moving toward you. The animated shorts from

which the stages are derived include Steamboat Willie (1928), The Mad Doctor (1933), The Band Concert (1935), Moose Hunters (1937), Lonesome Ghosts (1937), Fun and

Fancy Free (1947), and The Prince and the Pauper (1990). Don't let the Disney image fool you. When Mickey arrives in the next month or two, gamers of all levels will find it challenging.





CIVILIZATION

MICROPROSE

One of the best-selling PC strategy games of all time is coming to the Super NES, hopefully before the holidays. Microprose' award-winning Civilization puts you in command of a primitive tribe in the year 4000 B.C. From such humble beginnings, you must direct your people in their quest to explore the unknown world around

them and develop agriculture, cities, science, armies and great works like pyramids, universities, and voyages of discovery. You'll be in total command of your growing empire, but your citizens will make demands on you just as you demand industriousness and loyalty from them. To make matters more interesting, you can choose to

have one or many competing civilizations that are run by the computer and which will seek to crush your puny nation. Although the game begins at the dawn of history, it passes through all the ages of man and into the future. If you are shrewd and lucky, you may see your tribe become an empire capable of reaching the stars.



STREET RACER

UBI SOFT

For all those gear heads who lapped up Mario Kart, Street Racer from Ubi Soft will get you back behind the wheel. This one to four player racing romp takes you into high speed combat against some wild competition. The characters each have special moves and attacks for snatching the lead from other drivers. You'll have to master the moves and about 20 Mode 7 tracks in the tournament mode. Ah, but that's just the beginning. As this Pak Racer found out, you also have a ton of other modes including car soccer, car slimming,

and multi-player racing with the use of a multi-player adapter. The bashing and fighting in Street Racer makes for a truly different racing

game. There's even a playback mode so you can watch yourself kicking the competition. Street Racer should be on the street by December.



BEAVIS & BUTT-HEAD

VIACOM

Viacom is bringing one of the hottest TV licenses of the year to the Super NES with MTV's Beavis & Butt-head. One or two players can try to get into the Gwar concert as the disgusting duo,

but you'll have to survive some idiotic stunts to get there. Leading the way as either Beavis or Butt-head, you'll have to score pizza and squirt guns while dodging skateboarders and other jerks.

The best part of the game may be the nose pick, but without nuclear boogers or something like that the pick doesn't actually help you—kind of like life. B&B should be out by November.





BASS RELIEF

Bass fishermen of the world, your ship has come in—in fact, it's coming in three times this fall. That's right fish fans, three bass ticklers will pull up to the dock by the holidays to take you on a reeling, fighting, splashing adventure into the exciting world of tournament bass fishing. Seriously, Hot-B's classic Super Black Bass has been one of the best selling video games over the past several years, and the word is out. Now American

Softworks (TNN), Hot-B (BASSIN'S), and T*HQ (BASS MASTER) are all on board with new offerings. Each game offers realistic tournament fishing for the cunning and elusive black bass—king of the lake fish. You'll putt-putt out to a likely hole (check your depth finder to zero in on the spot) then tie on a lure and cast it into the drink. Although your Pak Angler prefers real fish like saber-toothed salmon and great white

sharks, nothing quite compares to the experience of watching these video bass circling your lure and ignoring it. In a twisted and perverse way, the anticipation is overpowering. Will it bite or won't it? The eternal fishing question. For deeper insights into video bass fishing, and a comparison of all three new anglers, look to a future Sports Scene column for the catch of the day.



NCAA FINAL FOUR BASKETBALL MINDSCAPE

Now we come to a company that is determined to turn itself around, and they're going about it the right way, by bringing high tech and creative new programmers on to their projects. Their first game, NCAA Final Four Basketball, is being fully rendered in much the same way as Donkey Kong Country. NCAA Final Four won't see action until next February, but an early 30% version

showed some amazing animation. According to the new Mindscape, that's just for starters. The AI is said to be phenomenal, 64 teams will be included with realistic team personalities, a bottery will hold the journey action and up to four players will be able to take it to the hoop. If the rest of the game turns out to be half as impressive as the animation, this Pak Slammer will be in hoop heaven.



MADDEN '95

EA Sports licensed its latest John Madden football to Malibu (T*HQ) for the Game Boy, or in this case, Super Game Boy. The result is better than this Madden Monster could have hoped for. Malibu and the developers at Halesstorm remained true to the

classic design of the 16-bit Madden games. They even managed to put digitized images of Madden himself. Plays and options are limited, as you might expect, but so is the price, and this Madden can travel even by airliner, unlike the original Madden who

would sooner ride on a buson. Game play includes play book selections and on-field control similar to the big boys version for the Super NES. It is not as flashy, but it is the best football for Game Boy.



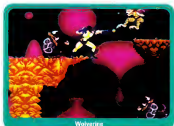
PAK WATCH UPDATE

Acclaim's run of hits should go beyond *Mortal Kombat II* this fall with two upcoming sports games, *Newsweek Indy Car* featuring Nigel Mansell and *WWF Raw*. Both should be released by November and both offer tried-and-true game engines that deliver fast, realistic (if you can call pro wrestling realistic) action. Two more potential hits may be determined by how well their movies do at the box office. If *Stargate* and *True Lies* become hits, so may their video game counterparts. This Pak Critic is patting his money on *Stargate*.

Our best bet, however, is that **Capcom's X-Men** will be a great comic book adaptation. The bug C hasn't let us down yet. Capcom says that *X-Men* should be ready by December. They also report that the game includes Wolverine, Cyclops, Gambit, Beast, and Pyroclaw battling eight super villains like Magneto and Apocalypse. On his own, Wolverine will also appear in a game from Acclaim this fall. The late announcement of *Wolverine* for the Super NES came just prior to press time. We'll bring you more next month.

Moving up in the development world is **Argonaut Software** of the U.K. This innovative company led by Jez Sans helped Nintendo develop the Super FX chip and last year's hit, *Star Fox*. Now they are working with GTE Entertainment on *FX Fighter*, another Super FX game with realistic 3-D, polygon figures and 360 degree rotation. Although the game won't be ready for some time, GTE is totally hyped. An early look at some of the animation looked promising to this Pak Prognosticator.

Hey reality fans, you don't have to wait for 3-D fighting. *Accolade* is bringing out the first ever 3-D rotating fighter with the intriguing name, *Bolt*. Besides the popular marketing possibilities, this title describes itself pretty



Wolverine

accurately. All the characters consist of balls—big ones and little ones—in the shapes of clowns, kangaroos and other characters. The arena spins during the battle and you see your fighter from every angle. Of course, since he's made of balls, all the sides look pretty much the same. It may be a small step for video games, but it's a giant leap for ball animation.

Speaking of animation, *The Paganiator* for Super NES served recently in nearly finished form. The game, based on this fall's cinematic release, will appear around Thanksgiving. It contains side-scrolling action plus Mode 7 driving scenes that reminded this Pakmaker of the *Star Wars* series, but not quite as brutal. There's a Game Boy version, too, with enhanced Super Game Boy graphics.

In other movie news, check out *Van Damme as Guile* in the shot below from the set of *Street Fighter The Movie*.



Stargate



Newsweek Indy Car



Bolt



Guile



Metal Storm



Carrier Aces

Who says street fighting doesn't pay?

Another company, **White Wolf**, is betting that SF II fans would like to get their kicks with a SF II RPG. *Street Fighter The Storytelling Game* is a first of its kind attempt to bring popular video games into the realm of imaginative role playing. A pretty wild idea. How's this? Imagine a Blanka Rolling Attack up your nose. On second thought, maybe not.

Another strange combination of game types comes from **RareSoft**, makers of *Pigskin Football* 621. Endorsed by coach Jerry Glanville, although this Pak Parker can't see his influence in the game, *Pigskin* places you in a medieval football bash with Vikings, knights and other assorted trolls. The head-banging never ends, but the game has problems like the fact that the screen scroll follows the ball and not your player, so half the time you can't see your guy and end up sprawling over rocks, logs and other players. Too bad, it was a great idea.

Some ideas are timeless, like the puzzle concept behind the award-winning puzzle game, *Lemmings*. Now **Psygnosis** is finishing up *Lemmings 2*, which is full of ingenious new possibilities for rescuing your mindless masses. *Origin*, the creators of the Wing Commander series, has another type of space adventure on tap for this fall. *Metal Morph*, being released by FCI, combines side-scrolling character action with Mode 7 flying and shooting. Your character has the unusual ability to melt into a puddle of metal and flow through pipes. Yes indeed, outer space is one weird place, but it's not nearly as weird as Lucasarts' vision of a wacky demon world where *Zombies*' heroes Julie and Zack have a new adventure. *JVC* is bringing out *Ghouls 'n' Ghosts* by the holidays, and it is packed with ghouls, ghosts, poltergeists and other playful phenomenon all bent on getting our teens to join them in the afterlife. Your mission, as before, is to rescue the incomprehensibly stupid neighbors. Good luck.

Luck will have less to do with winning *Carrier Aces* than with *Gametek* than piloting skill. This multi-faceted WWII flight simulation gives you a wide range of missions from dog fights to bombing runs. The big innovation is that two players can have-at-it in a split screen mode.

One correction should be mentioned with regard to our C.E.S. Special Report. The photo associated with BPS' *Michael Andretti Indy Car Challenge* was mistakenly switched with *Mario Andretti Racing* from EA Sports. Although some might argue that one Andretti looks pretty much like another, that's not true of the games. You'll have a chance to take a longer look at Michael's game next month and Mario's game early next year.



FUTURE GAMES FOR THE

SUPER NES

Name	Approximate Release
Address Family Values	Fall '94
The Adventures of Extreme & Robin	Fall '94
Aero Fighter	Fall '94
Battleback	Fall '94
Beasts And Beethood	Fall '94
Brat: Paws of Fury	Fall '94
Bulky 2	Fall '94
Captain Commando	Fall '94
Commander Cap	Fall '94
Civilization	Fall '94
Deep Space Nine	Fall '94
Demons of the Desert	Fall '94
Donkey Kong Country	Fall '94
Dragon View	Fall '94
Earthworm Jim	Fall '94
Final Fantasy III	Fall '94
FirstTeam Ragoon	Fall '94
Future Zone	Winter '95
The Great Circus Mystery Starring Mickey and Minnie	Fall '94
Gals	Fall '94
Juvenile	Fall '94
Juggernaut	Fall '94
Kid Klown in Crazy Chase	Fall '94
Knights of Justice	Fall '94
The Lone King	Fall '94
Michael's Adventure: Chase in The Windy City	Fall '94
Mickey Mouse	Fall '94
NCAA Final Four Basketball	Winter '95
Pitfall: The Mayan Adventure	Fall '94
Rise of the Robots	Winter '95
Robo Trek	Fall '94
Sonnet Showdown	Fall '94
seafest 65V	Fall '94
Sporkster	Fall '94
Street Racer	Fall '94
Super Adventure Island 2	Fall '94
Super Bomberman 3	Fall '94
Super Return of the Jedi	Fall '94
Terra	Fall '94
Tin Star	Fall '94
Uncharted Waters—New Horizons	Fall '94
Virtual Bart	Fall '94
WildSnake	Fall '94

GAME BOY

Madden '95	Fall '94
Race Days	Fall '94
seafest 65V	Fall '94
Space Invaders	Fall '94
Star Trek: Generations	Fall '94
Tec-Mon: Christmas Island Copers	Fall '94
WildSnake	Fall '94

NES

Wario's Woods	Fall '94
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DONKEY KONG COUNTRY

You've seen the making of Donkey Kong Country. You've seen the exclusive preview of Donkey Kong Country. Now it's time for Kong himself to bust out of the Jungle and into your home! Don't miss the powerful tips and strategies in next month's issue!

OFFICIAL
NINTENDO
COVERAGE OF THE
GAME OF THE YEAR!

next issue

coming in **november, volume 66**

The holiday season is just around the corner so it's time to showcase some great games. With games like Earth Worm Jim and Indiana Jones, this year's crop is hot, so don't miss out!



WILD SNAKE



SUPER ADVENTURE ISLAND 2



SPARKSTER



INDIANA JONES' GREATEST ADVENTURE



SPECIAL
Final Fantasy III (in depth)



EARTHWORM JIM



SPECIAL
Killer Instinct Update



POWER CHALLENGE TRADING CARDS





POWER CHALLENGE TRADING CARDS

POWER CARD #152



SUPER BOMBERMAN 2™

DESCRIPTION: The bomber is back! Help protect the Earth from 8-phong bombers and its fellow goons! Lots of bombs, items, and play modes make this a great game for one to four players. Kudos!

CHALLENGE: Challenge: How many levels can you beat without picking up any Power-Ups?

Beginner: 2 Levels

Intermediate: 7 Levels

Pro: 15 Levels

SYSTEM: Super NES
GAME TYPE: Action/Platform
OF PLAYERS: 4
RELEASED: 8/94
COMPANY: Hudson Soft

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POWER CARD #132



MONSTER MAX™

DESCRIPTION: Max sets on anything rock and roll and then blows away along with rock ever the pleasant and powerful of music! Max Max is going through the Mojo How Training Academy to be the new king on rock'n'roll. Max levels of practice await you as your quest to get out of town!

CHALLENGE: How many lives does it take you to complete the first three levels?

Beginner: 5

Intermediate: 3

Pro: 1

SYSTEM: Game Boy
GAME TYPE: Puzzle/Adventure
OF PLAYERS: 1
RELEASED: 4/94
COMPANY: Taito

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POWER CARD #139



TOMMY MOE'S WINTER EXTREME SKIING & SNOWBOARDING™

DESCRIPTION: The 1994 Double-Draft Double-Draft brings the winter sports to the Super NES. Choose your sport, skiing or snowboarding, and go for glory! There are two scenarios to choose from as you can set your own challenge level.

CHALLENGE: Can you beat these times, skiing or snowboarding?

Beginner: Course 1: 1:10.00

Intermediate: Course 2: 1:10.00

Pro: Course 3: 1:10.00

SYSTEM: Super NES
GAME TYPE: Winter Sports
OF PLAYERS: 2-4
RELEASED: 1/94
COMPANY: Electro Brain

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POWER CARD #155



TAZMANIA IN CHRISTMAS ISLAND CAPS™

DESCRIPTION: Join the wacky races through five stages of destruction. Multiple races keep this action game interesting. Super Game Boy players will keep players from winning like Taz! Kudos!

CHALLENGE: How far can you go using only the stamp?

Beginner: 1 Level

Intermediate: 3 Levels

Pro: 5 Levels

SYSTEM: Game Boy
GAME TYPE: Action
OF PLAYERS: 1
RELEASED: 10/94
COMPANY: Sunsoft

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POWER CARD #180



ILLUSION OF GAIA™

DESCRIPTION: Their graphics and stunning music make this RPG one of the best ever. Young Wile and with only his magical flute, must help stop the Chosen Ones. Subtlety and transformation into other forms will help with your journey. Bury this in the desert!

CHALLENGE: While playing the game can you:

Beginner: Find all 50 real jewels

Intermediate: Complete the without dying

Pro: Defeat the two dragons (Dark and Silver) using Wile and Friends

SYSTEM: Super NES
GAME TYPE: RPG
OF PLAYERS: 1
RELEASED: 5/94
COMPANY: Nintendo

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POWER CARD #158



SPACE INVADERS™

DESCRIPTION: Remember crazy searching aliens and victory spacehips? Right then and now the world has merged with this portable arcade classic. Do play with a friend and discover an unexpected twist to the action.

CHALLENGE: Can you beat these scores?

Beginner: 1,000 Points

Intermediate: 5,000 Points

Pro: 12,000 Points

SYSTEM: Game Boy
GAME TYPE: Arcade
OF PLAYERS: 2
RELEASED: 10/94
COMPANY: Nintendo

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These Nintendo Power issues are available individually. Add them to your collection. They contain these exciting reviews:

Volume 59 (July '92): WWF Royal Rumble! Ban Saker, E.Y.D. The Search for Eden, Ghouls'n Ghosts, Bulky as Claws Encounters the Furrowed Kind, The Legend of Zelda: Link's Awakening, Gargoyles' Quest II (Game Boy), T2: The Arcade Game, The Addams Family—Papery's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bubble 2 (NES)

Volume 61 (Aug. '92): Street Fighter II Turbo Zeroth's Air My Neighbors, Alien (Super NES), Golf Troop: Nigel Mansell's World Championship, Speedy Gonzales: Star Trek: The Next Generation, 4-in-1 Playpak Vol. II, Jurassic Park (NES), King's Quest IV

Volume 63 (Sept. '92): Final Fight 2, The Secret of Soga, Super Mario All Stars, Rock 'N' Roll Racing, Family Frenzy, Final Fantasy Legend II, Felix the Cat (Game Boy), Penfold Demons, Indiana Jones and The Last Crusade, Curious World Map

Volume 65 (Oct. '92): Super Empire Strikes Back, Metal Knight, Super Bomberman 2, Risk, Cool Spot Pac-Arrack, Wing Commander: The Secret Missions, Metal Knight (Game Boy), Sports Illustrated Championship Baseball (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Rastapop (NES), The Flintstones—The Surprise at Dinosaur Peak

Volume 64 (Nov. '92): The Secret of Mana, Super NES Sports, SimAnt, Arm the Atom Bot, Jaws: The Game (NES), ActRaiser 2, Ultimate Runers of Virtua II, Kirby's Pinball Land, Gray Wolves, T.M.N.T. Tournament Fighter (NES), Pac-Man vs. Pac-Man

Volume 65 (Dec. '92): Disney's Aladdin, Clay Fighter, NHL Stanley Cup Daily Face, The Marvin Marston, Battle Cars, Super Soccer Rastapop, Tom & Jerry: Frantic Animals, Mega Man X (Game Boy), Mega Man X2 (NES), Tetris 2

Volume 66 (Jan. '93): Mega Man X, Flashback, Claymator: Soldiers of Fortune, T.M.N.T. Tournament Fighters, Rastapop & Double Dragon: The Ultimate Team, Batman: The Animated Series, T.M.N.T. III: Radical Rescue, Tetris 2 (Game Boy), Disney's Clay 'N' Dale Rescue Rangers 2

Volume 67 (Feb. '93): Bugs Bunny Rabbit Rampage, Young Master Splinter, Imperator Gargoyles, The Sports Scene, Enter the Gungeon, Chameleon, Spider-Man and The X-Men in Arcade's Revenge (Game Boy), The Simpsons: Bart & The Beanstalk, Zoda's Revenge: Star Troopers II

Volume 68 (Mar. '93): NBA Jam, Wolfenstein 3-D, Super 8-Type III, Metal Mayhem, The Flintstones: The Treasure of Sierra Madock, Wayne Lund: Super Mario Land 3, Zoda's Revenge: Star Troopers II (Part 2)

Volume 69 (Apr. '93): Ken Griffey Jr.: Pinouts MLB, Star Trek: The Next Generation, Mickey's Ultimate Challenge, X-Kaliber 2000, Time Trial: Turn and Burn, No Rip Zone, Pinball Dreams, Super Pinball, Super Menard Proverbs, Pinetownk Man, Web Debut: The Jungle Book (NES)

Volume 70 (May '93): Super Metroid, The King of Dragons, Joe and Mac 2 (Super NES), The Jetsons: Invasion of the Planet People, The Sports Scene, Spectro, Knights of the Round, Software Pumpkin, Black Box: Last Fishing, Book's Adventure

Volume 71 (June '93): Disney's Beauty and the Beast, FirstStrike: Clay Fighter, Tournament Edition, Spike McFang, Star Wars: The Force Unleashed, A.S.P. Air Strike Patrol, Super League, Dragon of Gao (pinout), Donkey Kong (Game Boy), Monkey Man, Step Into Rhythm

Volume 72 (July '93): Super Street Fighter II: Rematch of Fun, Disney's The Jungle Book, Labyrinth or Death, Tetris 2, Double Dragon V, Tarnas (Game Boy), Disney's The Jungle Book (Game Boy), Space Invaders, Jemmy Sports

Volume 73 (Aug. '93): Super Mario FX, Lord of the Rings Vol. 1, King of the Monsters 2, The Death and Return of Superman, An American Tail: Fievel Goes West, Stone Islandman 2, Disney's Beauty and the Beast (NES), Cool Spot (Game Boy), Jetix & Scratchy in Miniature Golf Madness, Robocop vs. The Terminator (Game Boy)

Volume 74 (Sept. '93): Metal Knight II, Super Bomberman 2, Rocky & Kinky 2, Blastzone, Avengers: Superheroes, Virtua, Super's Revenge, Top Mania (Game Boy), Mighty Morphin Power Rangers (Game Boy), The Making of Disney King Country, Killer Instinct Pinview

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